

NORTH WESTERN UNIVERSITY, KHULNA

Course Code: CSE-2102

Course Title: Object Oriented Programming Laboratory

Report Name: Currency Converter
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Introduction

In this Project we are going to develop a Currency Converter in Java by using Swing Framework. This project is designed to convert one amount currency into another currency amount.

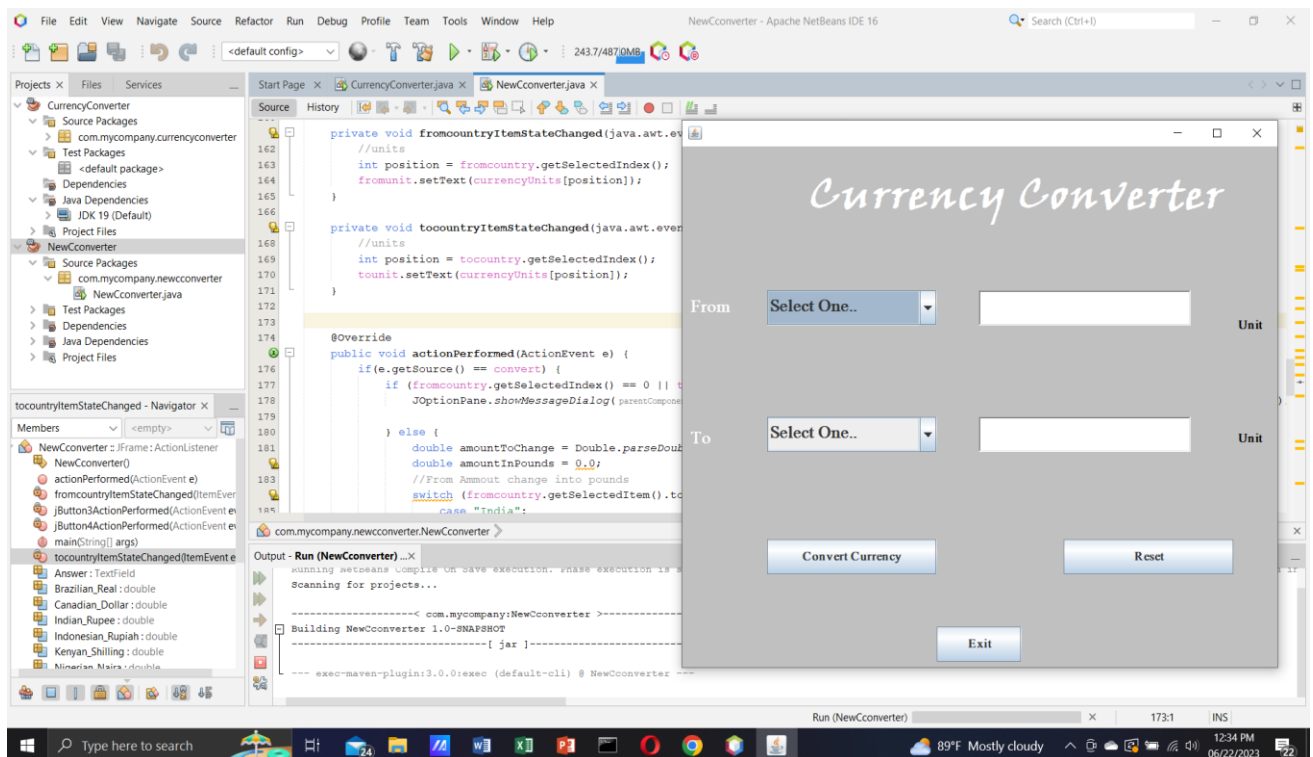
Swing is the set of classes that provides more powerful and flexible components as compared to AWT. Swing elements aren't enforced by platform-specific code. They're written in java and it is platform-independent. And all swing elements are called lightweight elements.

Objective

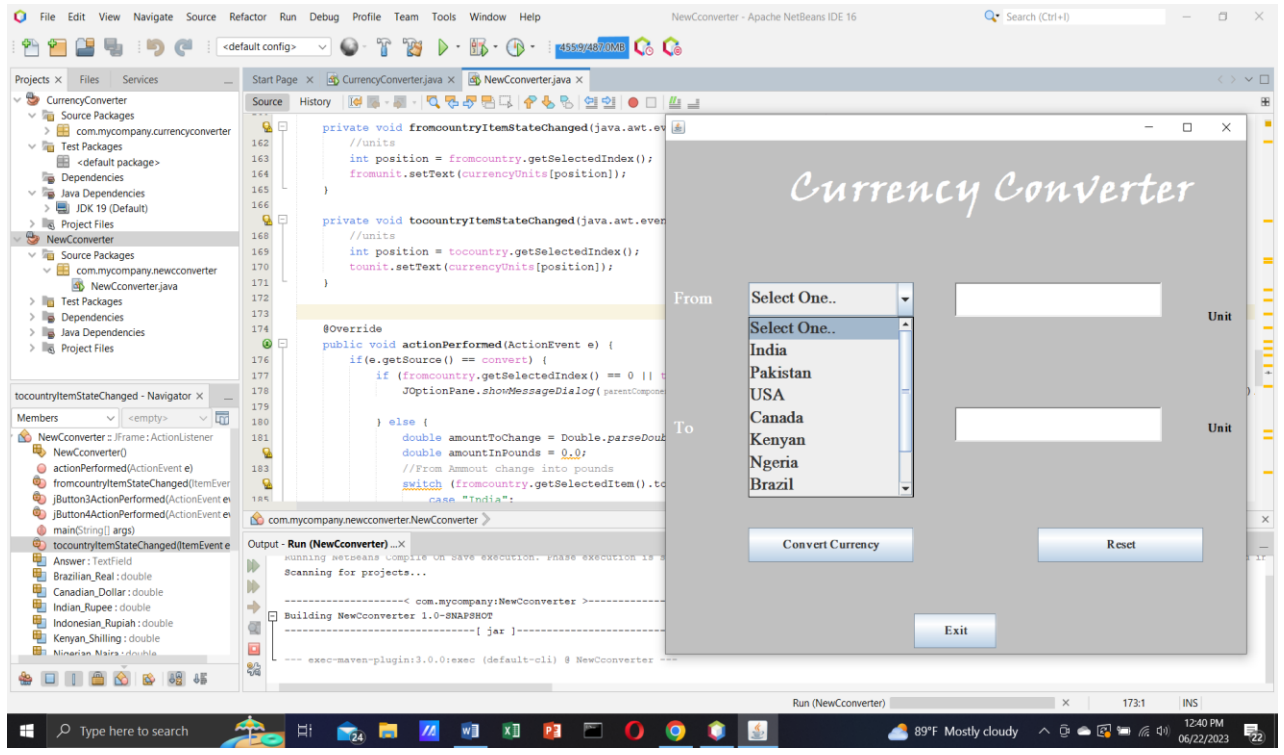
Currency converters aim to maintain real-time information on current market or bank exchange rates, so that the calculate result changes whenever the value of either of the component currencies does. They do so by connecting to a database of current currency exchange rates.

Description

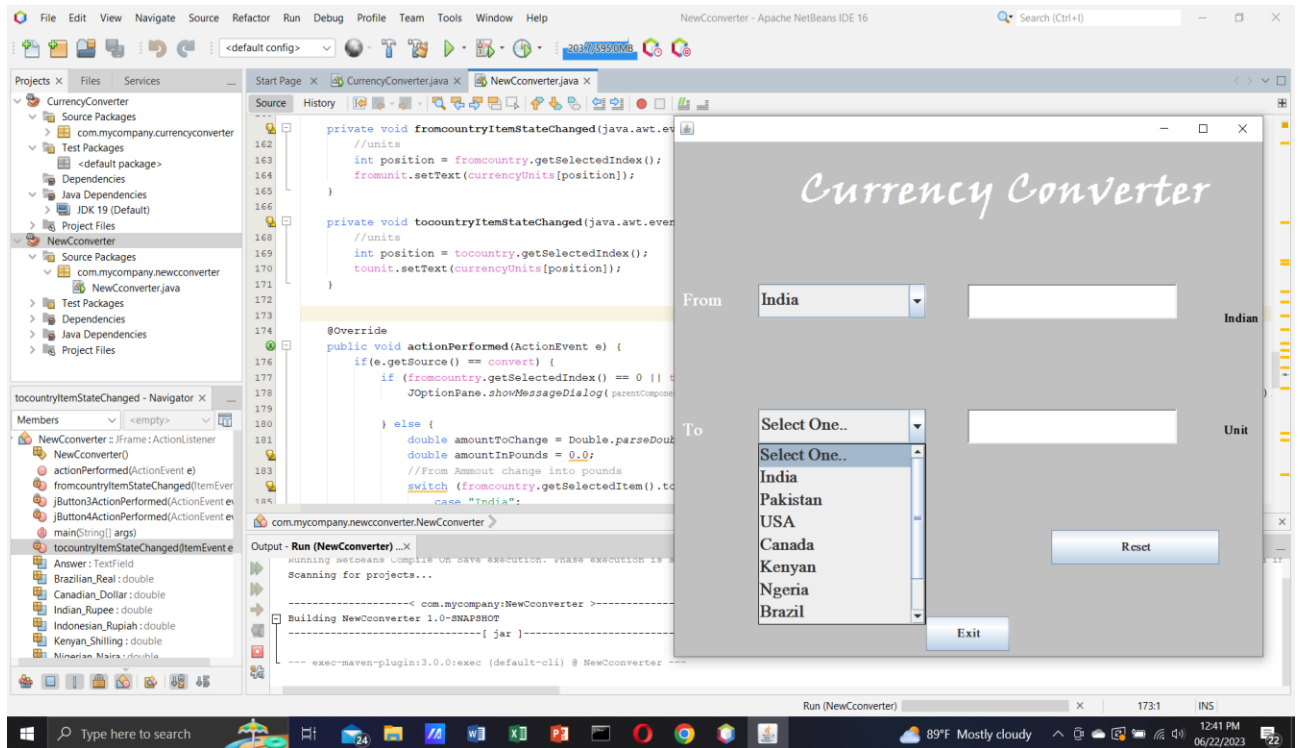
1. Here is the interface of the project.



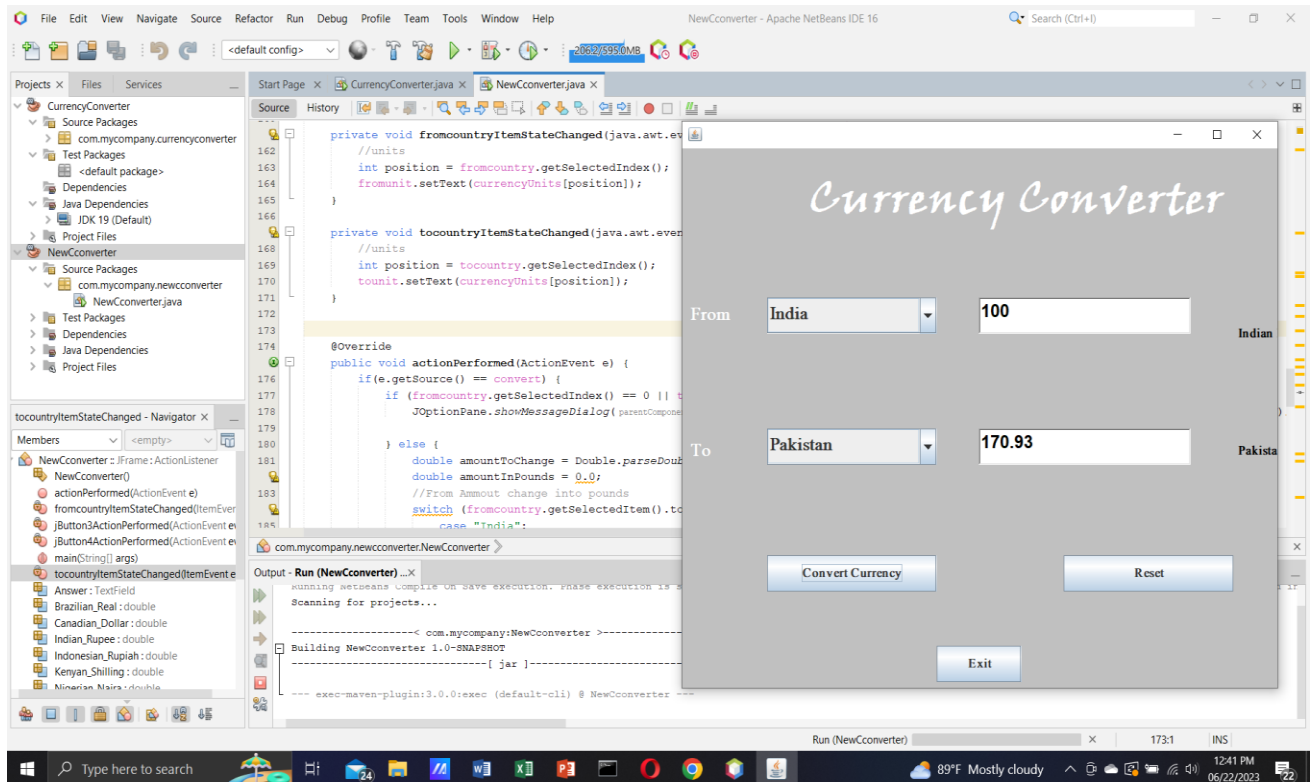
2. Select any country in “From”, which country currency we want to convert



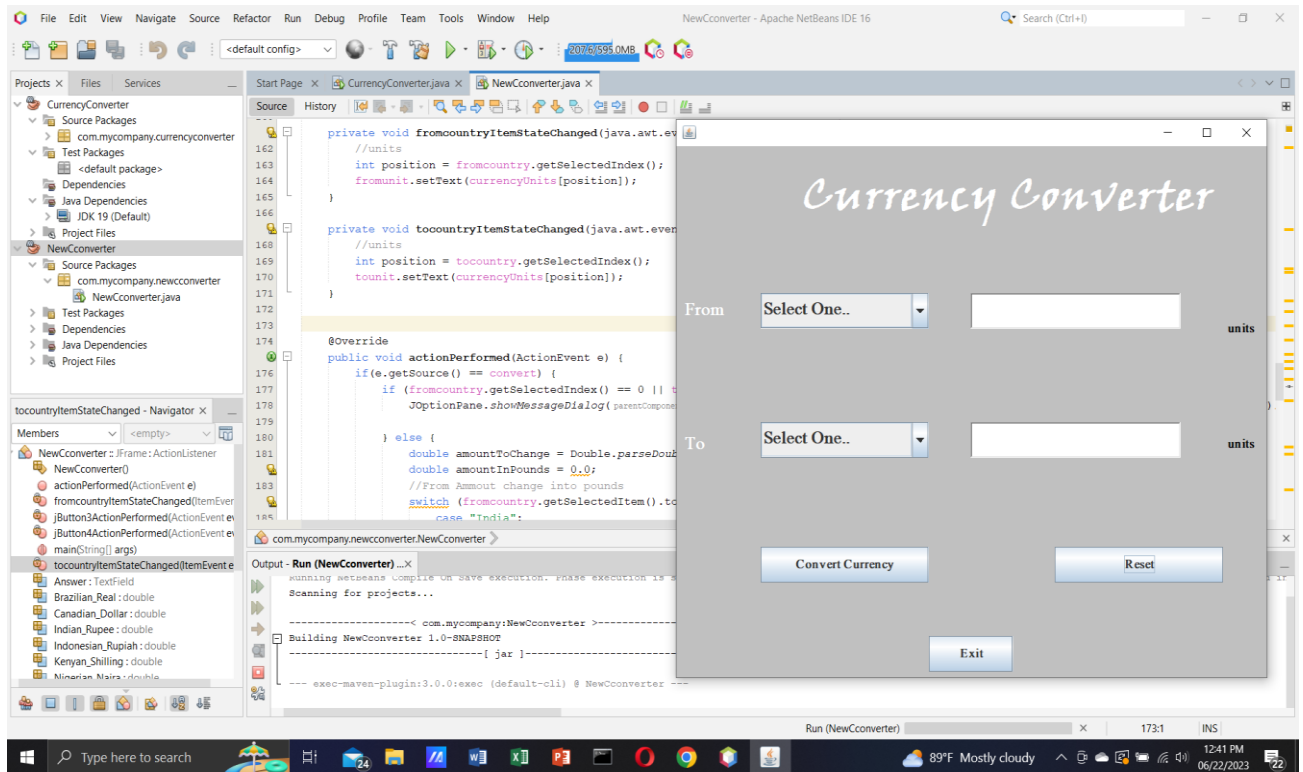
3. Select any country in “To”, which country currency we want to see.



4. Then we have to put a value in “From” table and press the “Currency Converter” button and see the result in “To” table.



5. Tap “Reset” button to remove all previous data and ready for new input.



Dependencies

NetBeans IDE 8.2: NetBeans IDE lets you quickly and easily develop Java desktop. For built this project we use Java language and Java Built in packages. After install all packages the project will run successfully. Remember to handle errors and validate user inputs appropriately throughout the process.

Thank You