**CURRENCY CONVERTER**

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The problem we have chosen :

Problem number 9 about currency convertor

The reason we choose this problem and why we interested in this problem:

first because of group members factor. We have only two people in this group and we don’t have that much time to do the difficult one and we still have a lot of homeworks from another classes. Second, we are not that good in programming so we could not risks this project is not done on time. Third, we think that currency converter is so useful, we can use it everyday for free to check on the money currency. Fourth, currency converter always look so simple only with some textboxes and buttons, everyone even someone that never using computer will find it easy to access and use. Fifth, in every currency converter that we ever seen we found it so flexible, so many countries’ currencies we can see and can convert to our country currencies. Sixth, because all of the problems that instructor provided to us have so various types, different in difficulty, we know that problem number nine maybe included in the most easiest one. But, because this problem is already there and we free to choose, so we considered our ability and our power, at last we decided to choose this problem. And last, Another reason is because we are foreigner ourself we often go to change our money to Taiwanese ntd. so after we read all the problems we choose the one that we familiar with and not that difficult to write.

The java concept/approach we plan to use :

Scanner, GUI, JPanel, hashmap

Event Listeners − An event listener is an interface in the View class that contains a single callback method. These methods will be called by the Android framework when the View to which the listener has been registered is triggered by user interaction with the item in the UI.

Event Listeners Registration − Event Registration is the process by which an Event Handler gets registered with an Event Listener so that the handler is called when the Event Listener fires the event.

Event Handlers − When an event happens and we have registered an event listener for the event, the event listener calls the Event Handlers, which is the method that actually handles the event.