class CurrencyConverter():

def \_\_init\_\_(self,url):

self.data= requests.get(url).json()

self.currencies = self.data['rates']

def convert(self, from\_currency, to\_currency, amount):

initial\_amount = amount

#first convert it into USD if it is not in USD.

# because our base currency is USD

if from\_currency != 'USD' :

amount = amount / self.currencies[from\_currency]

# limiting the precision to 4 decimal places

amount = round(amount \* self.currencies[to\_currency], 4)

return amount

url = 'https://api.exchangerate-api.com/v4/latest/USD'

converter = CurrencyConverter(url)

print(converter.convert('INR','USD',100))

# **Google Maps Tutorial**

[❮ Previous](https://www.w3schools.com/graphics/default.asp)[Next ❯](https://www.w3schools.com/graphics/google_maps_basic.asp)

## **Google Maps API**

This tutorial is about the Google Maps API (**A**pplication **P**rogramming **I**nterface).

An API is a set of methods and tools that can be used for building software applications.

## **Google Maps in HTML**

This example creates a Google Map in HTML:

### **Example**

<!DOCTYPE html>  
<html>  
<body>  
  
<h1>My First Google Map</h1>  
  
<div id="googleMap" style="width:100%;height:400px;"></div>  
  
<script>  
function myMap() {  
var mapProp= {  
  center:new google.maps.LatLng(51.508742,-0.120850),  
  zoom:5,  
};  
var map = new google.maps.Map(document.getElementById("googleMap"),mapProp);  
}  
</script>  
  
<script src="https://maps.googleapis.com/maps/api/js?key=YOUR\_KEY&callback=myMap"></script>  
  
</body>  
</html>