## **02.08 Assignment Instructions**

**Instructions:** Write a program to convert currencies using current exchange rates. Find the amount spent by a traveler in each country and the dollar amount remaining upon her return. Also, calculate the quantity of souvenirs that can be purchased based on a particular budget.

- 1. Create a new project called 02.08 Currency Conversion in the Mod02 Assignments folder.
- 2. Download the CurrencyV1.java file to the newly-created project. Use this class as a starting point. Modify it to produce the desired output.



- 3. When you first compile and run the program, the results will be incorrect since the necessary calculations are not provided. That's your job!
- 4. For your travel itinerary, pick three countries on three different continents visited during the trip. Decide how much was spent in each country using local currency. For instance, when visiting Mexico you took note that 7210.25 pesos were spent.
- 5. Your total budget was \$6500.00. For each stage of the trip, the output needs to show how much was spent in local currency and how much of the total budget is left (in U. S. dollars).
- 6. Up-to-date currency exchange rates can be found at sites such as the following:
  - A. C Bank of America

    B. ExchangeRate.com
- 7. These sites also provide currency exchange rate calculators which can be used to verify the output of your program. Include the name of the site you use and its URL address in the Post Mortem Review for this assignment.
- 8. In the Souvenir Purchases portion of the program, your task is to complete the code. Replace the O's for totalItem and fundsRemaining with the proper express to calculate the value. You will need to use casting, division, and modulus. Do not use multiplication or subtraction in this section. Do not change the data type of any variable in this section. Remember, only whole items can be purchased, not partial items. At this time, do not worry about extra decimal places for the funds remaining.

**Expected Output:** The output will differ based on the choices you make. Use this output as a guide.



