

(Department of computer science and engineering)

Project on currency converter

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ABSTRACT:

- 1.In finance, an exchange rate between two currencies is the rate at which one currency will be exchanged for another.
- 2.It is a useful tool which gives us the value of certain amount of one currency to be converted in to a different currency.
- 3.It is also regarded as the value of one country's currency in terms of another currency.
- 4.In this project we are going to display a web window in which currency options are given and the conversion value is displayed in the next window



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INTRODUCTION:

- 1. Currency converter is a tool used to convert one country's currency to another.
- 2.In this project by the knowledge of usage of currency converter a program is designed in java language.
- 3.In this Currency Converter application, it is going to display a web page where u can choose to display the converter or the exchange rate of one currency with all other currencies in the form of table. In the converter u are given a choice to choose two currency names from the list of currency names displayed.



ALGORITHM

Step1: Start

Step2: Enter the amount value in rupees

Step3: Select the currency from choice

Step4: Click on the convert button

Step5: The value will be displayed



CODING:

from tkinter import *
from tkinter import ttk

converter = Tk()
converter.title("unit converter")
converter.geometry("600x400")



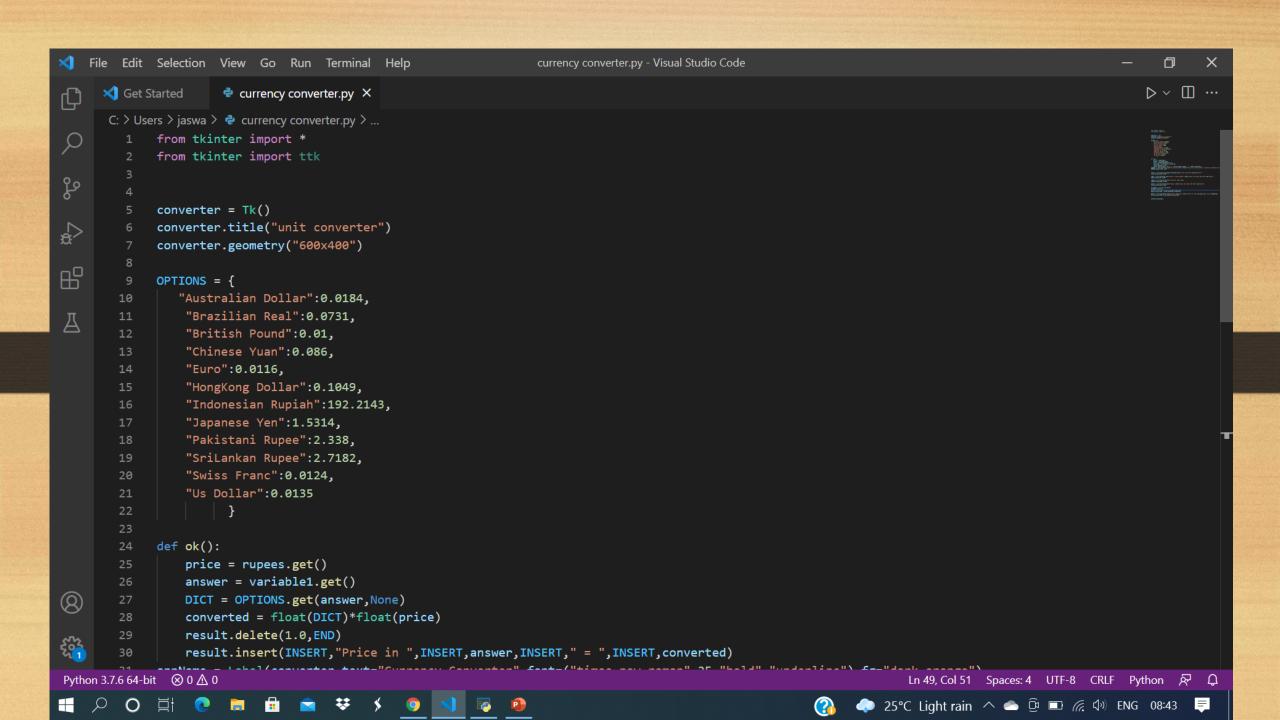
```
OPTIONS = {
 "Australian Dollar":0.0184,
  "Brazilian Real":0.0731,
  "British Pound":0.01,
  "Chinese Yuan":0.086,
  "Euro":0.0116,
  "HongKong Dollar":0.1049,
  "Indonesian Rupiah":192.2143,
  "Japanese Yen":1.5314,
  "Pakistani Rupee":2.338,
  "SriLankan Rupee":2.7182,
  "Swiss Franc":0.0124,
  "Us Dollar":0.0135
```

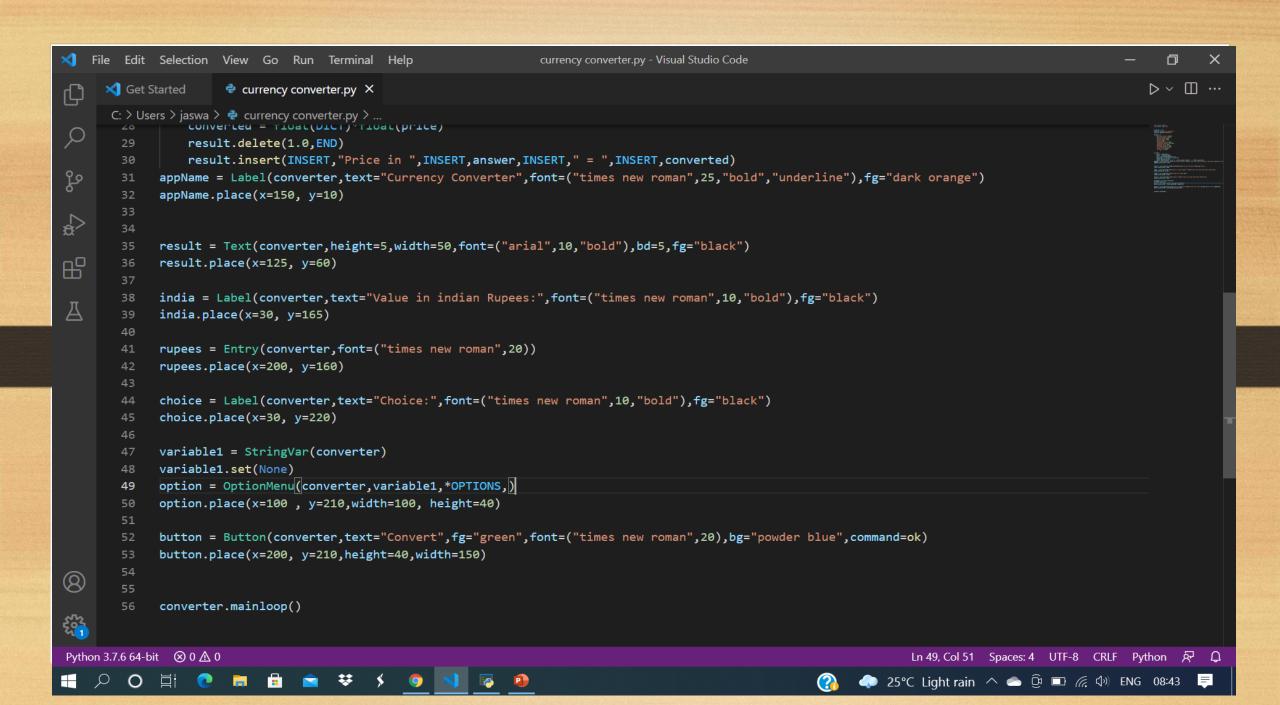


```
def ok():
    price = rupees.get()
    answer = variable1.get()
    DICT = OPTIONS.get(answer,None)
    converted = float(DICT)*float(price)
    result.delete(1.0,END)
    result.insert(INSERT,"Price in ",INSERT,answer,INSERT," = ",INSERT,converted)
appName = Label(converter,text="Currency Converter",font=("times new roman",25,"bold","underline"),fg="dark orange")
appName.place(x=150, y=10)
```

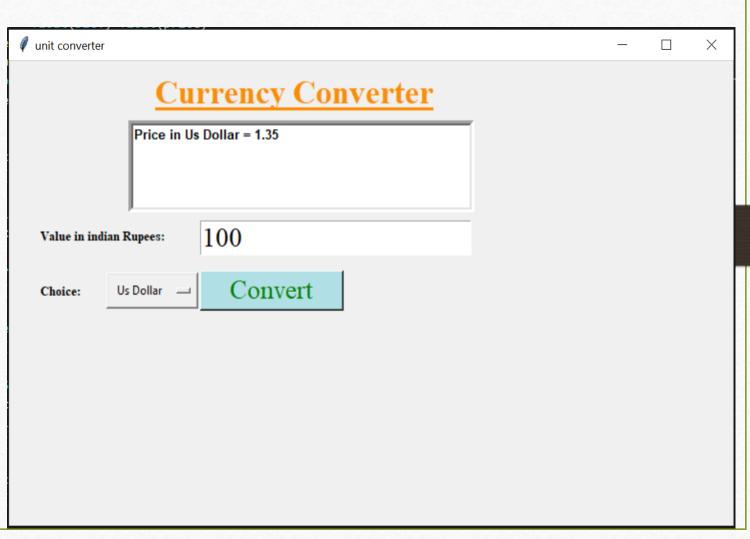
result = Text(converter,height=5,width=50,font=("arial",10,"bold"),bd=5,fg="black") result.place(x=125, y=60)

```
india = Label(converter,text="Value in indian Rupees:",font=("times new roman",10,"bold"),fg="black")
india.place(x=30, y=165)
rupees = Entry(converter,font=("times new roman",20))
rupees.place(x=200, y=160)
choice = Label(converter,text="Choice:",font=("times new roman",10,"bold"),fg="black")
choice.place(x=30, y=220)
variable1 = StringVar(converter)
variable1.set(None)
option = OptionMenu(converter, variable1, *OPTIONS,)
option.place(x=100, y=210,width=100, height=40)
button = Button(converter,text="Convert",fg="green",font=("times new roman",20),bg="powder blue",command=ok)
button.place(x=200, y=210,height=40,width=150)
converter.mainloop()
```











References:-

www.tutorialspoint.com www.w3school.com www.greeksforgreeks.com

Book:- Programming and problem Solving with PYTHON (Ashok Namdev Kamthane and Amit Ashok Kamthane) (Mc Graw Hill publication)