http://www.webservicex.net/CurrencyConvertor.asmx?WSDL
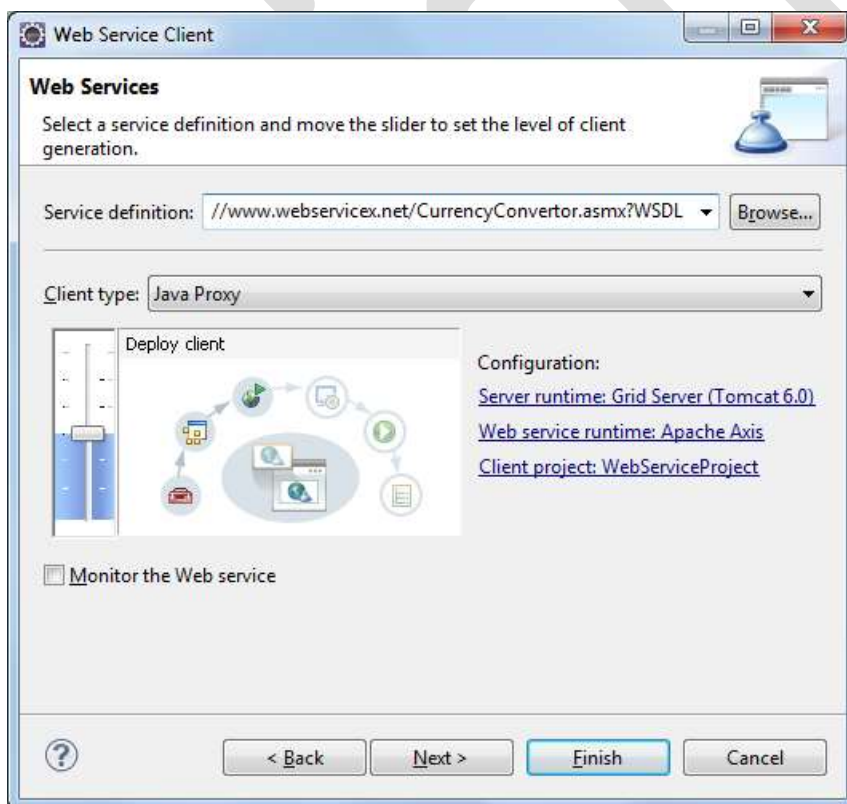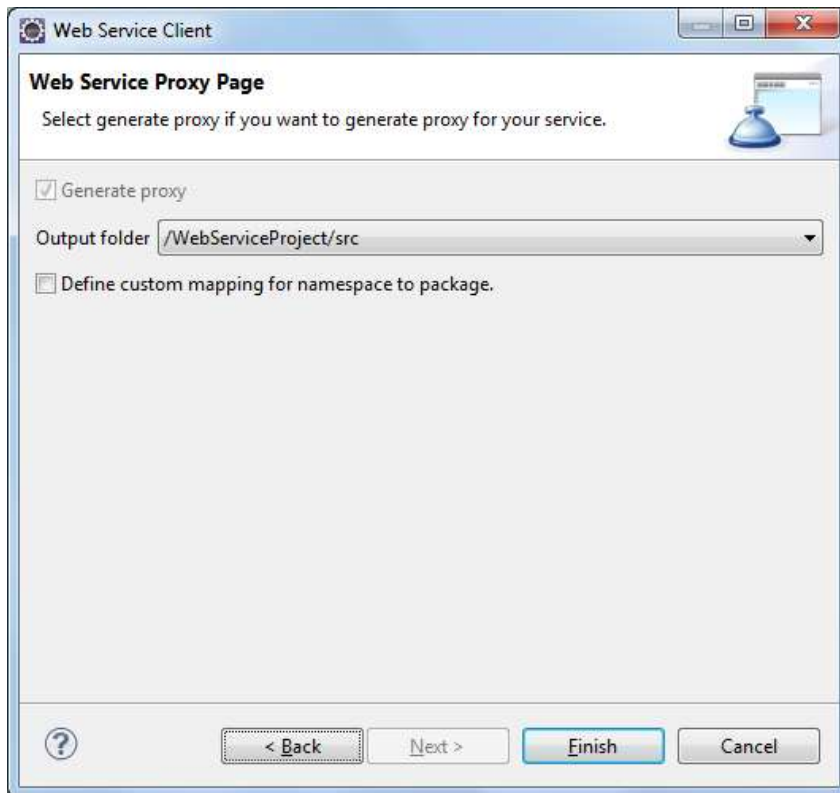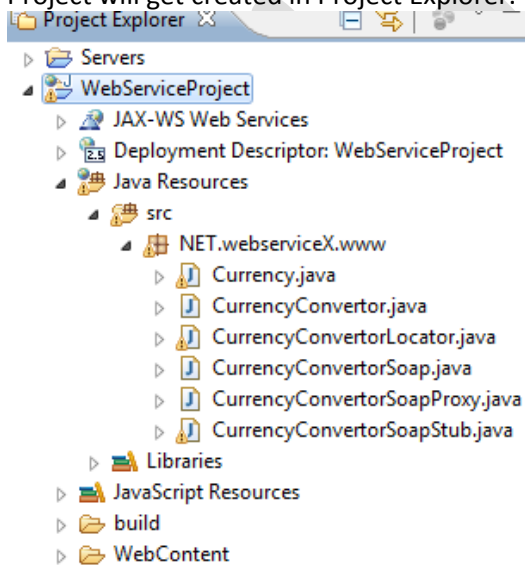
Project will get created in Project Explorer.

```java
package com.h2k.test.client;

import NET.webserviceX.www.Currency;
import NET.webserviceX.www.CurrencyConvertorLocator;
import NET.webserviceX.www.CurrencyConvertorSoapStub;

public class WebServiceTest {

        public static void main(String[] args) {
                try {
                        CurrencyConvertorLocator locate = new CurrencyConvertorLocator();
                        CurrencyConvertorSoapStub stub = (CurrencyConvertorSoapStub)
                locate.getCurrencyConvertorSoap();
                        Currency fromCurrency = Currency.USD;
                        Currency toCurrency = Currency.INR;
                        Double value = stub.conversionRate(fromCurrency, toCurrency);
                        System.out.println("Currency Conversion Rate ::" + value);
                } catch (Exception e) {
                        e.printStackTrace();
                }
        }

}
```

Steps:
1. Get Locator instance
2. Get client stub instance from locator
3. Create Call to web method from Stub
4. Check required inputs for web method
5. Create input objects and pass it to web method.
6. Pass it to method call. Done!