#### **Assignment**

```
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```

```
1Q.)import React, { useState }
from 'react';
const CurrencyConverter = () => {
 const [amount, setAmount] =
useState(");
 const [fromCurrency,
setFromCurrency] =
useState('USD');
 const [toCurrency, setToCurrency]
= useState('EUR');
```

```
const [convertedAmount,
setConvertedAmount] =
useState(");
 const exchangeRate = 0.85;
 const handleAmountChange = (e)
=> {
  setAmount(e.target.value);
 };
 const
handleFromCurrencyChange = (e)
=> {
setFromCurrency(e.target.value);
```

```
};
 const handleToCurrencyChange
= (e) => {
  setToCurrency(e.target.value);
 };
 const convertCurrency = () => {
  const converted =
parseFloat(amount) *
exchangeRate;
setConvertedAmount(converted.to
Fixed(2);
 };
```

```
return (
  <div>
   <h2>Currency Converter</h2>
   <div>
     <label>
      Amount:
      <input type="number"
value={amount}
onChange={handleAmountChange
} />
     </label>
   </div>
   <div>
     <label>
      From Currency:
```

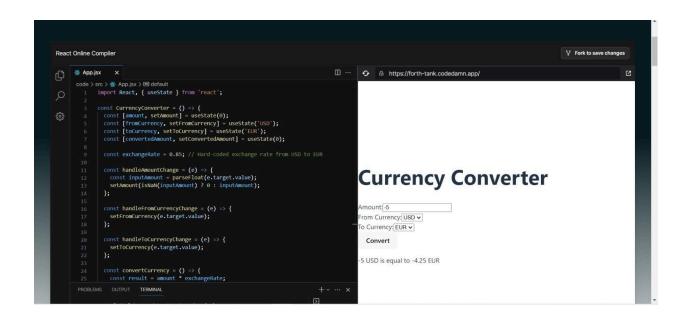
```
<select
value={fromCurrency}
onChange={handleFromCurrency
Change}>
       option
value="USD">USD</option>
      </select>
    </label>
   </div>
   <div>
    <label>
      To Currency:
      <select value={toCurrency}</pre>
onChange={handleToCurrencyCha
nge}>
```

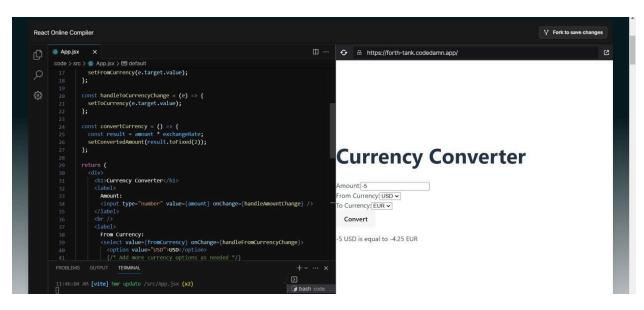
# <option value="EUR">EUR</option>

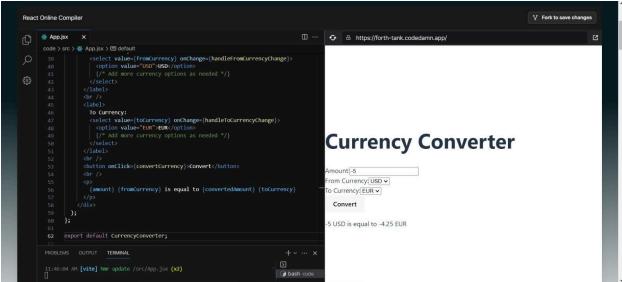
```
</select>
    </label>
   </div>
   <but
onClick={convertCurrency}>Conve
rt</button>
   {convertedAmount && (
    <div>
     <h3>Converted
Amount:</h3>
     {convertedAmount}
{toCurrency}
    </div>
```

```
)}
</div>
);
}:
```

### export default CurrencyConverter;







# 2Q.)import React, { useState, useRef } from 'react';

const Stopwatch = () => {

```
const [isRunning, setIsRunning] =
useState(false);
 const [elapsedTime,
setElapsedTime] = useState(0);
 const intervalRef = useRef(null);
 const startTimer = () => {
  setIsRunning(true);
  intervalRef.current =
setInterval(() => {
setElapsedTime((prevElapsedTime
) => prevElapsedTime + 10);
  }, 10);
```

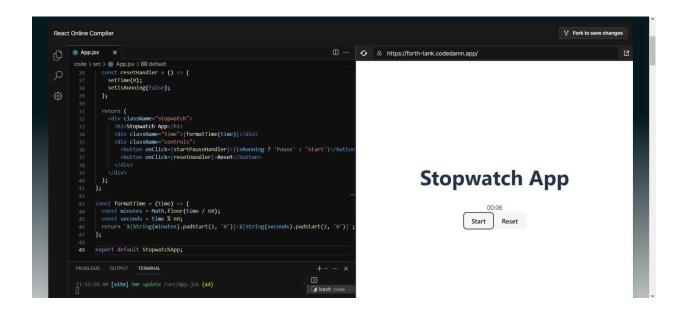
```
const pauseTimer = () => {
  setIsRunning(false);
clearInterval(intervalRef.current);
 };
 const resetTimer = () => {
  setIsRunning(false);
clearInterval(intervalRef.current);
  setElapsedTime(0);
 };
 const formatTime = (time) => {
  const minutes = Math.floor(time
/ 60000);
```

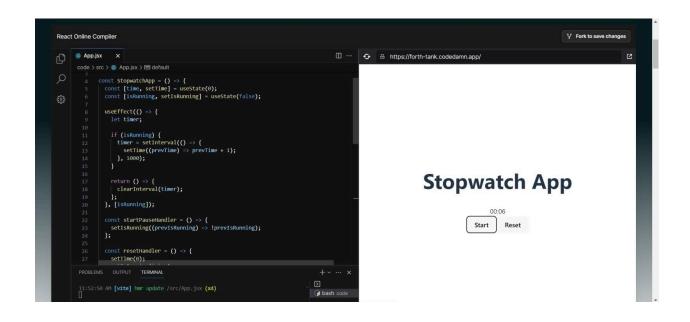
```
const seconds =
Math.floor((time % 60000) / 1000);
  const milliseconds =
Math.floor((time % 1000) / 10);
  return
`${minutes.toString().padStart(2,
'0')}:${seconds
    .toString()
    .padStart(2,
'0')}.${milliseconds.toString().padSt
art(2, '0')}`;
 };
 return (
  <div>
```

```
<h2>Stopwatch</h2>
```

```
{formatTime(elapsedTime)}</p
   <div>
    {!isRunning ? (
     <but
onClick={startTimer}>Start</button
>
    ):(
     <but
onClick={pauseTimer}>Pause</but
ton>
    )}
```

### export default Stopwatch;





3Q.)// App.js import React, { useState, useEffect } from 'react'; import firebase from 'firebase/app'; import 'firebase/database';

import ConversationList from
'./ConversationList';

```
import ChatInterface from
'./ChatInterface';
import MessageInput from
'./MessageInput';
// Initialize Firebase
const firebaseConfig = {
 // Your Firebase config details
};
if (!firebase.apps.length) {
firebase.initializeApp(firebaseConfi
g);
```

```
const App = () => {
 const [selectedConversation,
setSelectedConversation] =
useState(null);
 const [messages, setMessages]
= useState([]);
 useEffect(() => {
  const conversationsRef =
firebase.database().ref('conversati
ons');
  conversationsRef.on('value',
(snapshot) => {
   // Update conversation list
  });
```

```
// Clean up listener
  return () =>
conversationsRef.off('value');
 }, []);
 const handleConversationSelect
= (conversationId) => {
  // Set selected conversation
 };
 return (
  <div>
    <ConversationList
     conversations={/*
Conversation data */}
```

```
onSelect={handleConversationSel
ect}
   />
   <ChatInterface
messages={messages} />
   <MessageInput
conversationId={selectedConversa
tion} />
  </div>
 );
export default App;
```

