



# Introduction to Programming with Java

---

## Task: CurrencyConverter

Score: ★★☆☆☆

Prerequisites: ACM Task Force Commands

### Description:

Implement `init`, `actionPerformed`, and `createCurrencyChooser` functions of *CurrencyConverter* class to convert between any given currency type.

Create two `JComboBoxes` to keep currencies. Create two `DoubleFields` to keep currency fields. Create two `JButtons` to perform the conversions.

Use `3x2 TableLayout` for aligning the components you add.

Use `getCurrencyNames` function of *CurrencyConversionTable* to get list of currency names.

Use `getRate` function of *CurrencyConversionTable* to get USD equivalency of any given currency name.