**ABSTRACT**

**As the size and complexity of today’s most modern computer increase, new techniques are still being developed to effectively let the application run with efficiency and control. For this project, a better modified code is created. This software application will read a Java as well as XML code which combine to give a JavaScript code, and design a front-end user interface that will the user to interact with ease and comfort. With this new and powerful application, it is possible to convert a currency of one country to another currency of a different country at real time using internet retrieved values. Designing such efficient application, can require dozens of engineers and months of time. With the help of the integrated development Environment that is present via code developer Android studio, a 4- person team could design such a huge project in just weeks.**

**The purpose of my project was to model an application that is capable of converting a value of currency into another.** **Different countries use different currency, and there is daily variation in these currencies relative to one another. Those who transfer money from one country to another (one currency to another) must be updated with the latest currency exchange rates in the market. This can be done by introducing values to the application by retrieving values from the internet that corresponds to an appropriate sum of currency value. In retrieving values from the internet, the application makes use of a special method that invokes another method or entity of objects present in a cloud fare.**

**For this to happen, first User has to choose a currency type from a list of 153 various currencies. He also has to choose which currency type, it should be converted to. He follows the same process that he did for choosing the currency value to convert from. Since the sample space is more than 153, some internet and web-based application may find it difficult to retrieve the values in run time and with speed and agility. But this application can convert a value of a given currency into another in real time just as we enter the value of the currency that we want to convert from. Hence it makes this application affective as well as efficient to use. The user interface that is built into this application is unbelievably comfortable and User friendly.**

|  |  |  |
| --- | --- | --- |
|  |  |  |
|  | **INDEX** |  |
|  |  |  |
| **S.NO. CHAPTER NAME** | | **PAGE NO.** |
| ABSTRACT | | i |
| LIST OF FIGURES | | iv |
|  | |  |
| **1. INTRODUCTION** | | **1** |
| 1.1 | Purpose of the Project | 2 |
| 1.2 | Scope of Project | 2 |
| **2. SOFTWARE ARCHITECTURE** | | **3** |
| 2.1 | Introduction | 3 |
| 2.2 | Description of Tools | 6 |
|  | 2.2.1 Java | 6 |
|  | 2.2.2 Android architecture | 7 |
|  | 2.2.3 Android | 8 |
| **3. SYSTEM ANALYSIS** | | **20** |
| 3.1 | Existing System | 20 |
|  | 3.1.1 Drawbacks of Existing System | 20 |
| 3.2 | Proposed System | 20 |
|  | 3.2.1 Advantages of Proposed System | 20 |
| 3.3 | Feasibility Study | 21 |
|  | 3.3.1 Technical Feasibility | 21 |
|  | 3.3.2 Operational Feasibility | 21 |
|  | 3.3.3 Economic Feasibility | 22 |
| **4. SOFTWARE REQUIREMENT SPECIFICATIONS** | | **23** |
| 4.1 | Functional Requirements | 23 |

|  |  |  |
| --- | --- | --- |
| 4.2 | Non Functional Requirements | 23 |
| 4.3 | Performance Requirements | 24 |
| 4.4 | Software Requirements | 24 |
| 4.5 | Hardware Requirements | 25 |
| **5. SYSTEM DESIGN** | | **26** |
| 5.1 | Module Description | 26 |
| 5.2 | Data Flow Diagrams | 26 |
| 5.3 | UML Diagrams | 26 |
|  | 5.3.1 Use case Diagram | 28 |
|  | 5.3.2 Class Diagram | 30 |
|  | 5.3.3 Sequence Diagram | 32 |
|  | 5.3.4 Activity Diagram | 34 |
|  | 5.3.5 Component Diagram | 36 |
|  | 5.3.6 Deployment Diagram | 37 |
|  | 5.3.7 Collaboration Diagram | 38 |
| **6. IMPLEMENTATION** | | **39** |
| 6.1 | Screenshots | 39 |
| **7. SYSTEM DESIGN** | | **41** |
| 7.1 | Introduction to Testing | 41 |
| 7.2 | Test Cases | 41 |
|  | 7.2.1 Testing types | 46 |
| **8. CONCLUSION** | | 48 |
| **REFERENCES** | | **49** |

|  |  |  |
| --- | --- | --- |
|  |  |  |
|  | **LIST OF FIGURES** |  |
|  |  |  |
| **FIGURE NO.** | **FIGURE NAME** | **PAGE NO.** |
|  |  |  |
| Fig 5.1 | Use Case Diagram | 29 |
| Fig 5.2 | Class Diagram | 30 |
| Fig 5.3 | Sequence Diagram | 33 |
| Fig 5.4 | Activity Diagram | 34 |
| Fig 5.5 | Component Diagram | 36 |
| Fig 5.6 | Deployment Diagram | 37 |
| Fig 5.7 | Collaboration Diagram | 38 |
| Fig 6.1 | Screenshot Disclaimer screen | 39 |
| Fig 6.2 | Screenshot of Updating values | 40 |
| Fig 6.3 | Screenshot of Home screen | 41 |
| Fig 6.4 | Screenshot of Dropdown Currencies | 42 |
| Fig 6.5 | Screenshot of Converted values | 43 |
| Fig 6.6 | Screenshot of Preference Screen | 44 |
|  |  |  |
|  | | |