



## Adv Java New 2022 - Helpful

Computer Engineering (Government Polytechnic, Nagpur)

# Government Polytechnic Beed



**Department of Computer Engineering**

**2022-23 [V- SEM] Micro-Project Report of**

**“ CURRENCY CONVERTER ”**

**Submitted by:**

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**Under the guidance of:**

**Mr. Khandekar Sir**

**GOVERNMENT POLYTECHNIC, BEED**  
**SEMESTER-IV 2021-22**



**CERTIFICATE**

This is to certify that project report entitles “ **CURRENCY CONVERTER** ” submitted in the partial fulfilment of requirement for the award of the diploma in computer engineering by Maharashtra State Board of Technical Education as record of student's own work carried out by them under my guidance and supervision at Government Polytechnic Beed, During the academic year 2021-2022.

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**Place: (Beed.)**

**Date: //**

**(Mr.Khandekar sir)**

**Guidance**

**(Mr.Bansode sir)**

**Head Computer Dept.**

# **ACKNOWLEDGEMENT**

This project is done as a semester micro project, as a part course titled **AJP**, we are really thankful to our principal **Dr. LOHKARE SIR** and the HOD **PROF. BANSODE SIR**, Computer Engineering Department, Government Polytechnic, Beed. for his invaluable guidance and assistance, without which the accomplishment of the task would have never been possible.

We also thank **PROF.KHANDEKAR SIR** for giving this opportunity to explore into the real world and realize the interrelation without which a project can never progress. In our present project we have chosen the topic "**CURRENCY CONVERTER**". We are also thankful to our friends and all our staff of Computer Engineering Department, for providing us relevant information and necessary clarifications, and great support.

## **NAMES OF GROUPS MEMBERS :-**

## **ROLL NUMBERS:-**

**1) GAIKWAD ADARSH**

**1411**

**2) BARGUJE VISHAL**

**1437**

**3) WAKHRE SAKSHI**

**1459**

## **Part - A- Micro-Project Proposal**

### **Title of Micro-Project**

**“ CURRENCY CONVERTER ”**

#### **1. Brief Introduction:-**

- It's Simply a Calculator-Like App Develop Using java, Servlets web features. In This Application, There Is Regular Update About Currency Of Every Country By Which it Display Present Currency Market Value.

#### **2. Aim of the Micro-Project: -**

**“ CURRENCY CONVERTER ”**

#### **3. Actual Mythology :-**

First of all, we have to select a topic which is **CURRENCY CONVERTER**. The teacher will assign one set of Micro Project and ask the student to create a report on this particular micro-project.

We are creating a part-A that is Report and then create a test cases on the selected topic.

After the setup of part- A we paper a report of **“ CURRENCY CONVERTER ”** After finishing all the typing, we arrange all the data in proper arrangement. We selected proper margin font, lay out, 4A size etc. at last we got the printouts of the micro- project and submitted to subject teacher.

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#### **4. Course outcomes :-**

- Develop Program Using GUI Framework(AWT & Swing)
- Develop Java Programs Using Networking Concepts.
- Develop Programs Using Servlets
- Handle Event Of AWT & Swings Components.
- Develop Programs Using Database

#### **5. Literature View: -**

- All the attributes are captured or not.
- All the attributes are relevant or not.
- All the attributes are filled or not.

#### **6. Action plan: -**

<b>Sr. No</b>	<b>Details of activity</b>	<b>Planned date starts</b>	<b>Planned finish date</b>	<b>Name of Team members</b>
1.	Formation of project group	18/08/2022	19/08/2022	<b>Vishal Santosh. Barguje</b>
2.	Allocation of project title by subject teacher	27/08/2022	30/08/2022	
3.	Conduct the information search about the project for requirement analysis of the	05/09/2022	15/09/2022	

4.	Procurement/Arrangement of components and material required for project	18/09/2022	30/09/2022	GAIKWAD ADARASH SHIVAJI
5.	Create a Test cases on Instagram	03/10/2022	23/10/2022	
6.	Testing calibration and prototype development	26/10/2022	15/11/2022	WAKHRE SAKSHI KISHOR
7.	Report preparation	20/11/2022	07/12/2022	

## **Resources Required :-**

<b>Sr.no</b>	<b>Name of resources/materials</b>	<b>Specification</b>
1	Laptops	Windows 11, RAM 4GB, i3 Processors
2	Sources	<a href="http://www.google.com">www.google.com</a>

## **Names of Team Members with Roll Numbers:**

<b>ROLL NO.</b>	<b>NAME</b>	<b>ENROLLMENT NO.</b>
1411	GAIKWAD ADARASH SHIVAJI	2000320113
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## **Part - B- Micro-Project**

### **“ CURRENCY CONVERTER ”**

## **INDEX**

Chapter 1: Introduction to project

Chapter 2: Implementation Details (Algorithm, code )

Chapter 3: Output Analysis (screenshots)

# INTRODUCTION

## CURRENCY CONVERTER

A cash converter is programming code that is intended to change one money into another all together over to check its relating esteem. The code is commonly a piece of a site or it frames a portable application and it depends on current market or bank trade rates.

To change over one cash into another, a client enters a measure of cash (for example '1000') and picks the cash he/she wishes to check the money related estimation of (for example 'US Dollar'). From that point forward, the client chooses one, or some of the time a few different monetary forms, he/she might want to see the outcome in. The application programming at that point computes and shows the comparing measure of cash.

Money converters expect to keep up continuous data on current market or bank trade rates, so the determined outcome changes at whatever point the estimation of both of the segment monetary standards does. They do as such by interfacing with an information base of current cash trade rates. The recurrence at which cash converters update the trade rates they use differs: Yahoo cash converter refreshes its rates each day, while Convert My Money< consistently.

Money converters typically show a worth that isn't one-sided towards purchasing or selling. This is helpful when:

- Assessing the estimation of merchandise or administrations
- Essential bookkeeping and invoicing
- Planning monetary plans and reports

The money change programming ascertains the rates as decimal point numbers with ordinarily 4 decimals after the comma. Some may ascertain the transformation rates with more decimals inside yet just 4 are shown. This is identified with exactness, programming disguise (i18n) and how the global business sectors work, where most changes have 4 decimal spots, albeit some money matches additionally have 5. Most money converters utilize around 4.

# **PROCEDURE FOR CONVERSION**

## **(ALGORITHM)**

**getCurrency() : java.util.Currency.getCurrency()**

getCurrency() : java.util.Currency.getCurrency()

**getInstance() : java.util.Currency.getInstance()** method creates currency instance for Currency code.

**getDefaultFractionDigits():**

**java.util.Currency.getDefaultFractionDigits()** method returns default number of argumented currency fraction digits.

**getDisplayName() : java.util.Currency.getDisplayName()** method generates the currency name of the argumented currency code.

**getSymbol() : java.util.Currency.getSymbol()** method returns Currency symbol for the argumented currency code. In case, no symbol is returned normal currency code will be returned.

# **CODE OF PROGRAM**

```
package main.java;
import java.awt.;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import java.awt.event.ItemEvent;
import java.awt.event.ItemListener;
import javax.swing.;

public class NewCconverter extends JFrame implements
ActionListener
{
    JComboBox fromcountry, tocountry;
    JButton convert, reset, exit;
    JLabel fromunit, tounit;
    TextField fromtext;
    TextField Answer;

    String[] currencyUnits = {
        "units",
        "Indian Rupee",
        "Pakistani Rupee",
        "US Dollar",
        "Canadian Dollar",
        "Kenyan Shilling",
        "Nigerian Naira",
        "Brazilian Real",
        "Indonesian Rupiah",
        "Philippine_Pisco",
    };
};
```

```
double Indian_Rupee = 95.21;
double Pakistani_Rupee = 162.74;
double US_Dollar = 1.31;
double Canadian_Dollar = 1.71;
double Kenyan_Shilling = 132.53;
double Nigerian_Naira = 476.57;
double Brazilian_Real = 5.47;
double Indonesian_Rupiah = 19554.94;
double Philippine_Pisco = 71.17;
```

```
NewCconverter()
{
    setBounds(300, 60, 790, 700);
    getContentPane().setBackground(Color.LIGHT_GRAY);

    JLabel maintitle = new JLabel("Currency Converter");
    maintitle.setBounds(150, 30, 650, 60);
    maintitle.setFont(new Font("Viner Hand ITC", Font.BOLD,
50));
    maintitle.setForeground(Color.white);
    add(maintitle);

    JLabel from = new JLabel("From");
    from.setBounds(10, 160, 50, 50);
    from.setFont(new Font("Mongolian Baiti", Font.BOLD,
20));
    from.setForeground(Color.white);
    add(from);
```

```
fromcountry = new JComboBox(new String[] { "Select
One..", "India", "Pakistan", "USA", "Canada", "Kenyan",
        "Ngeria", "Brazil", "Indonesia", "Philippine" });
fromcountry.setBounds(100, 165, 200, 40);
fromcountry.setFont(new Font("Mongolian Baiti",
Font.BOLD, 20));
fromcountry.addItemListener(new
java.awt.event.ItemListener()
{
    public void itemStateChanged(ItemEvent evt)
    {
        fromcountryItemStateChanged(evt);
    }
});
add(fromcountry);

fromtext = new TextField();
fromtext.setBounds(350, 165, 250, 40);
fromtext.setFont(new Font("Mongolian Baiti",
Font.BOLD, 20));
fromtext.setForeground(Color.BLACK);
add(fromtext);

fromunit = new JLabel("Unit");
fromunit.setBounds(655, 185, 200, 40);
fromunit.setFont(new Font("Mongolian Baiti",
Font.BOLD, 15));
fromunit.setForeground(Color.BLACK);
add(fromunit);
```

---

```
JLabel to = new JLabel("To");
to.setBounds(10, 310, 50, 50);
to.setFont(new Font("Mongolian Baiti", Font.BOLD, 20));
to.setForeground(Color.white);
add(to);
```

```
tocountry = new JComboBox(new String[] { "Select
One..", "India", "Pakistan", "USA", "Canada", "Kenyan",
"Ngeria", "Brazil", "Indonesia", "Philippine" });
tocountry.setBounds(100, 310, 200, 40);
tocountry.setFont(new Font("Mongolian Baiti",
Font.BOLD, 20));
tocountry.addItemListener(new
java.awt.event.ItemListener()
{
    public void itemStateChanged(ItemEvent evt)
    {
        tocountryItemStateChanged(evt);
    }
});
add(tocountry);
```

```
Answer = new TextField(" ");
Answer.setBounds(350, 310, 250, 40);
Answer.setFont(new Font("Mongolian Baiti", Font.BOLD,
20));
add(Answer);
```



```
tounit = new JLabel("Unit");
    tounit.setBounds(655, 290, 250, 90);
    tounit.setFont(new Font("Mongolian Baiti", Font.BOLD,
15));
    tounit.setForeground(Color.BLACK);
    add(tounit);

    convert = new JButton("Convert Currency");
    convert.setBounds(100, 450, 200, 40);
    convert.setFont(new Font("Mongolian Baiti",
Font.BOLD, 15));
    convert.addActionListener(this);
    add(convert);

reset = new JButton("Reset");
    reset.setBounds(450, 450, 200, 40);
    reset.setFont(new Font("Mongolian Baiti", Font.BOLD,
15));
    reset.addActionListener(new
java.awt.event.ActionListener()
{
        public void actionPerformed(ActionEvent evt)
        {
            jButton3ActionPerformed(evt);
        }
    });
    add(reset);
```

---

```

exit = new JButton("Exit");
    exit.setBounds(300, 550, 100, 40);
    exit.setFont(new Font("Mongolian Baiti", Font.BOLD,
15));
    exit.addActionListener(new
java.awt.event.ActionListener()
{
    public void actionPerformed(ActionEvent evt)
    {
        jButton4ActionPerformed(evt);
    }
});
    add(exit);
    setLayout(null);
    setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    setVisible(true);
}
private void
jButton3ActionPerformed(java.awt.event.ActionEvent evt)
{
    fromcountry.setSelectedIndex(0);
    tocountry.setSelectedIndex(0);
    fromtext.setText(null);
    Answer.setText(null);
}

private void
jButton4ActionPerformed(java.awt.event.ActionEvent evt)
{
    System.exit(0);
}

```

```

public static void main(String[] args)
{
    new NewCconverter();
}

private void
fromcountryItemStateChanged(java.awt.event.ItemEvent
evt)
{
    int position = fromcountry.getSelectedIndex();
    fromunit.setText(currencyUnits[position]);
}

private void
tocountryItemStateChanged(java.awt.event.ItemEvent evt)
{
    int position = tocountry.getSelectedIndex();
    tounit.setText(currencyUnits[position]);
}

public void actionPerformed(ActionEvent e)
{
    if (e.getSource() == convert)
    {
        if (fromcountry.getSelectedIndex() == 0 ||
tocountry.getSelectedIndex() == 0
        || fromtext.getText().equals("")) {
            JOptionPane.showMessageDialog(null, "Invalid
Input", "Getting Error", JOptionPane.ERROR_MESSAGE);
        }
    }
}

```

---

```
else {  
    double amountToChange =  
Double.parseDouble(fromtext.getText());  
    double amountInPounds = 0.0;  
switch (fromcountry.getSelectedItem().toString()) {  
    case "India":  
        amountInPounds = amountToChange /  
Indian_Rupee;  
        break;  
    case "Pakistan":  
        amountInPounds = amountToChange /  
Pakistani_Rupee;  
        break;  
    case "USA":  
        amountInPounds = amountToChange / US_Dollar;  
        break;  
    case "Canada":  
        amountInPounds = amountToChange /  
Canadian_Dollar;  
        break;  
    case "Kenyan":  
        amountInPounds = amountToChange /  
Kenyan_Shilling;  
        break;  
    case "Ngeria":  
        amountInPounds = amountToChange /  
Nigerian_Naira;  
        break;  
    case "Brazil":  
        amountInPounds = amountToChange /  
Brazilian_Real;  
}
```

```

break;
        case "Indonesia":
            amountInPounds = amountToChange /
Indonesian_Rupiah;
            break;
        case "Philippine":
            amountInPounds = amountToChange /
Philippine_Pisco;
            break;
        default:
            amountInPounds = 0.0;
    }
    double newamount = 0.0;
    switch (tocountry.getSelectedItem().toString())
    {
        case "India":
            newamount = amountInPounds *
Indian_Rupee;
        case "Pakistan":
            newamount = amountInPounds *
Pakistani_Rupee;
            break;
        case "USA":
            newamount = amountInPounds * US_Dollar;
            break;
        case "Canada":
            newamount = amountInPounds *
Canadian_Dollar;
            break;
    }

```

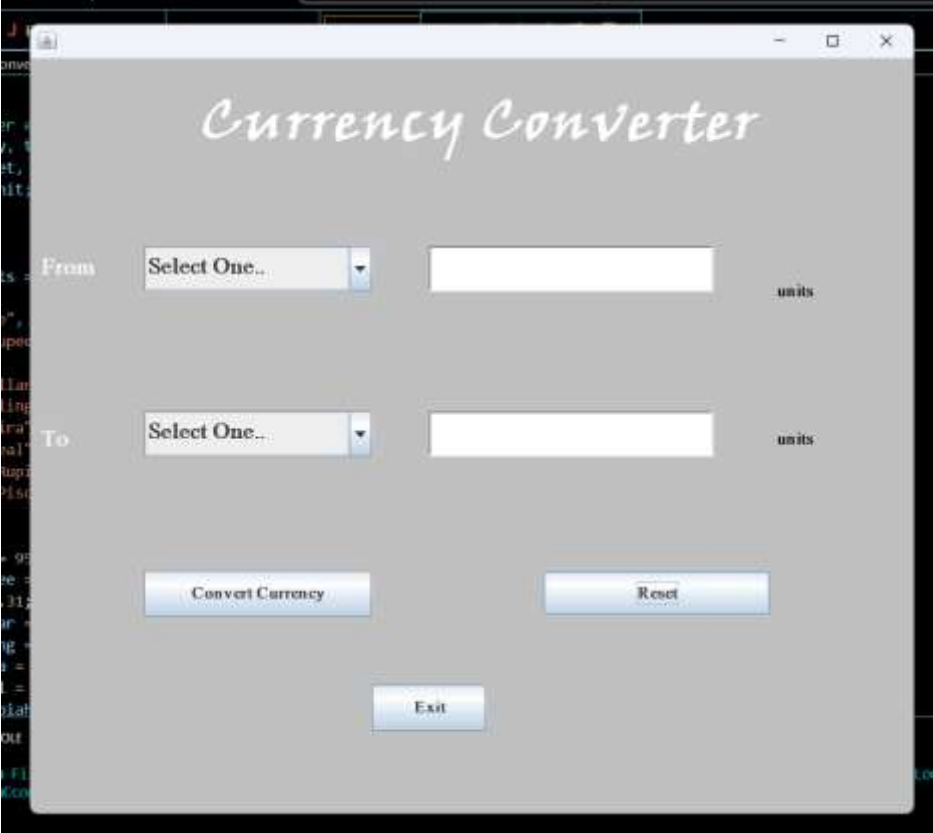
---

```

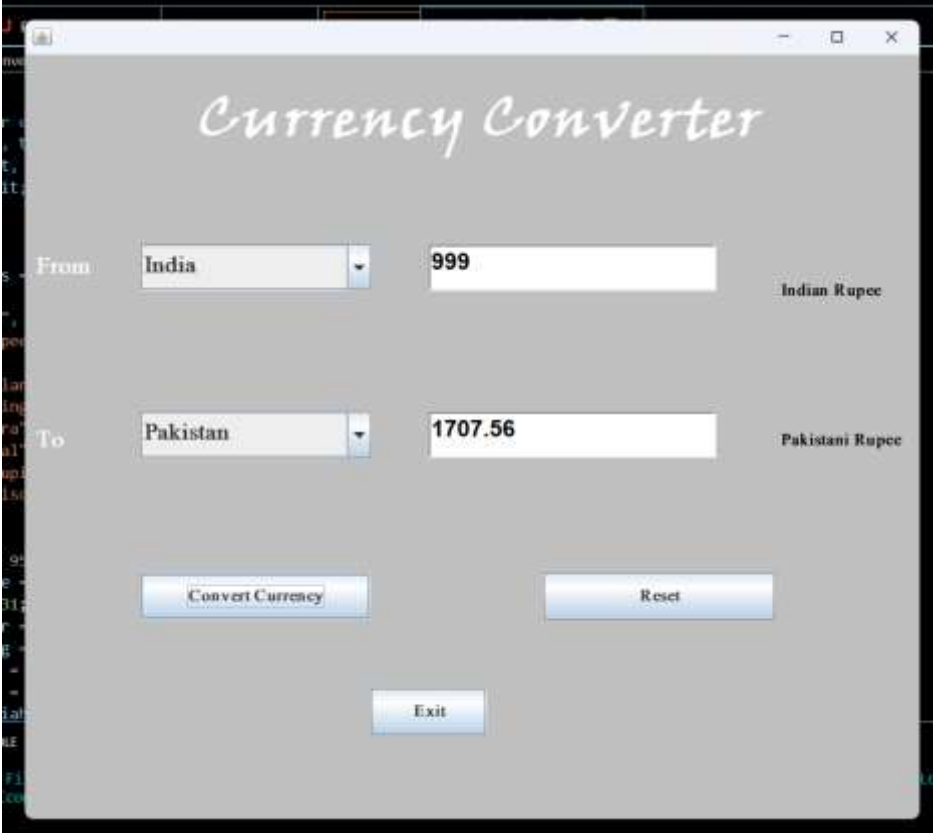
case "Kenyan":
    newamount = amountInPounds *
Kenyan_Shilling;
    break;
    case "Ngeria":
        newamount = amountInPounds *
Nigerian_Naira;
        break;
    case "Brazil":
        newamount = amountInPounds *
Brazilian_Real;
        break;
    case "Indonesia":
        newamount = amountInPounds *
Indonesian_Rupiah;
        break;
    case "Philippine":
        newamount = amountInPounds *
Philippine_Pisco;
        break;
    default:
        newamount = amountInPounds = 0.0;
    }
    String amount = String.format("%.2f",
newamount);
    Answer.setText(amount);
}
}
}
}

```

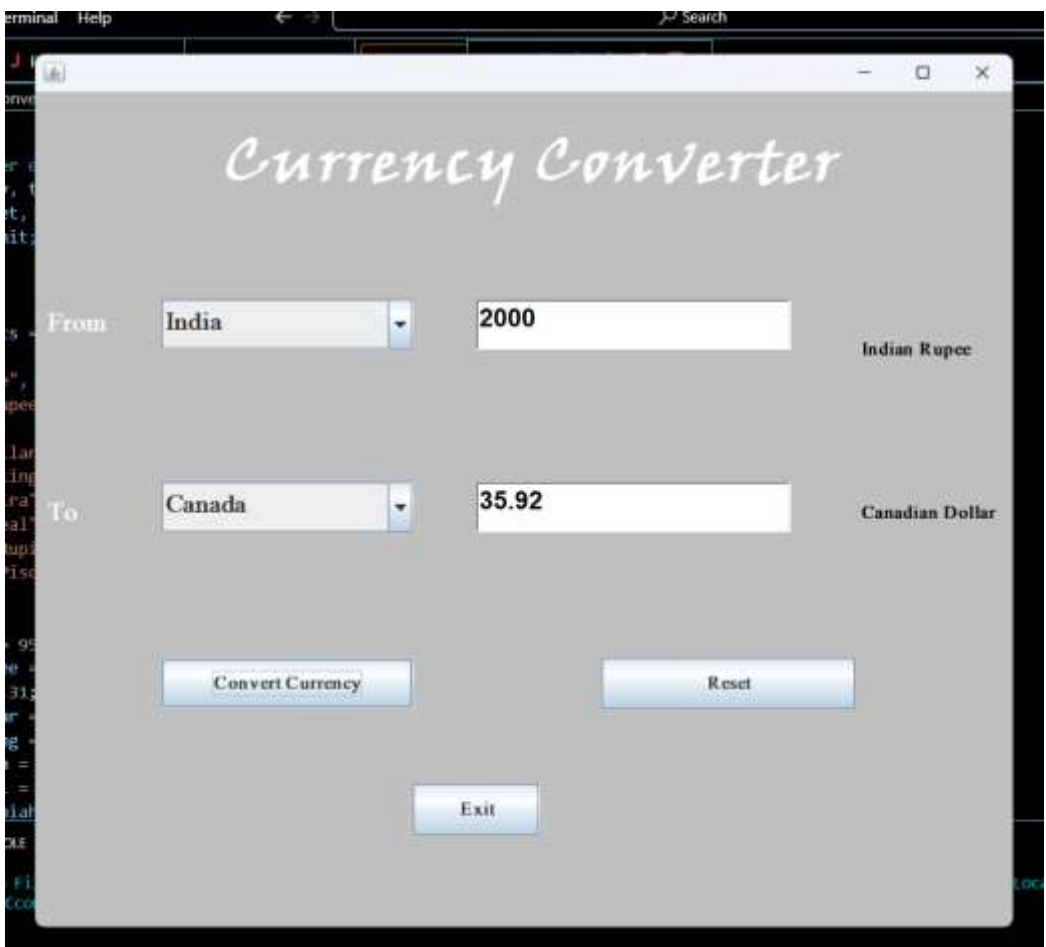
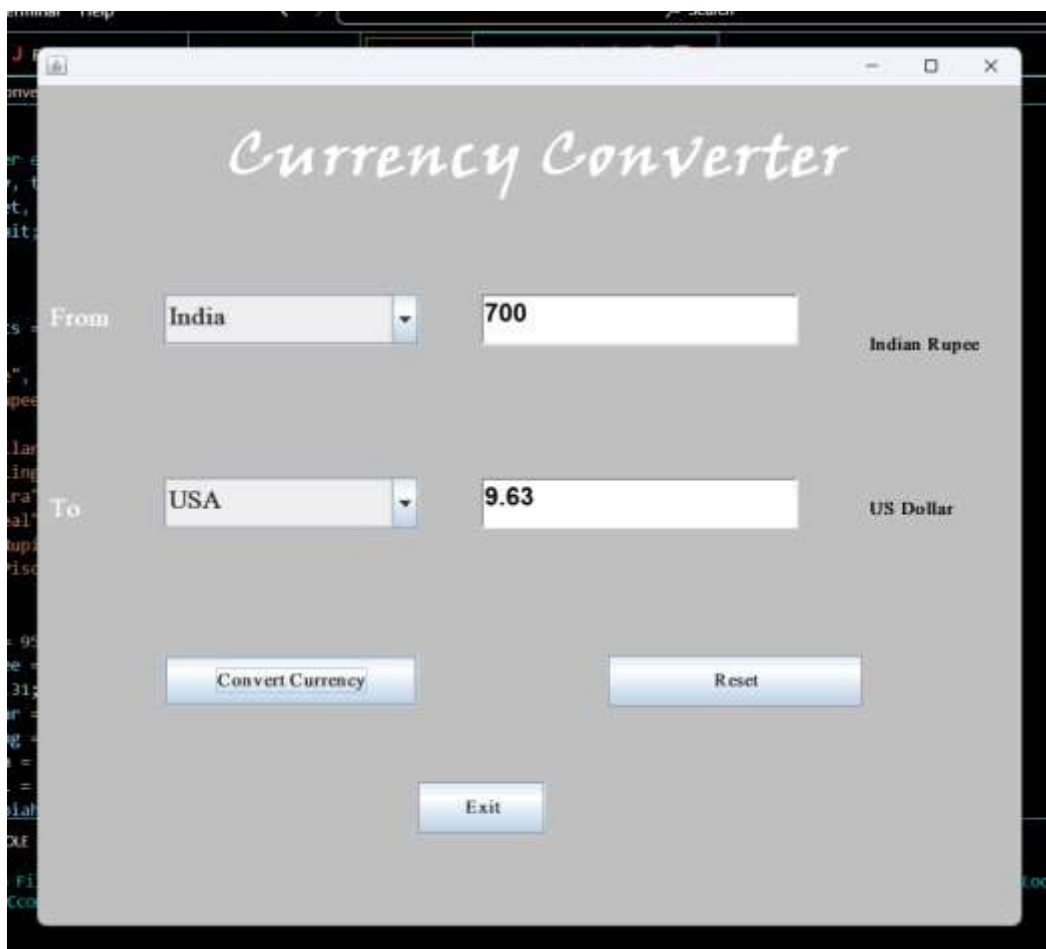
# OUTPUT OF PROGRAM



The screenshot shows a window titled "Currency Converter". It contains two rows of input fields. The first row is labeled "From" and has a dropdown menu set to "Select One...", an empty text box, and the label "units". The second row is labeled "To" and has a dropdown menu set to "Select One...", an empty text box, and the label "units". Below these are three buttons: "Convert Currency", "Reset", and "Exit".



The screenshot shows the same "Currency Converter" window after a conversion. The "From" dropdown is now set to "India", the text box contains "999", and the label is "Indian Rupee". The "To" dropdown is set to "Pakistan", the text box contains "1707.56", and the label is "Pakistani Rupee". The "Convert Currency" button is highlighted, indicating it was just clicked. The "Reset" and "Exit" buttons remain visible.





*Currency Converter*

From   Indian Rupee

To   Kenyan Shilling

*Currency Converter*

From   Indian Rupee

To   Brazilian Real

# THANK

# YOU