CURRENCY CONVERTOR

Lab 06

TO COMPLETE THIS LAB

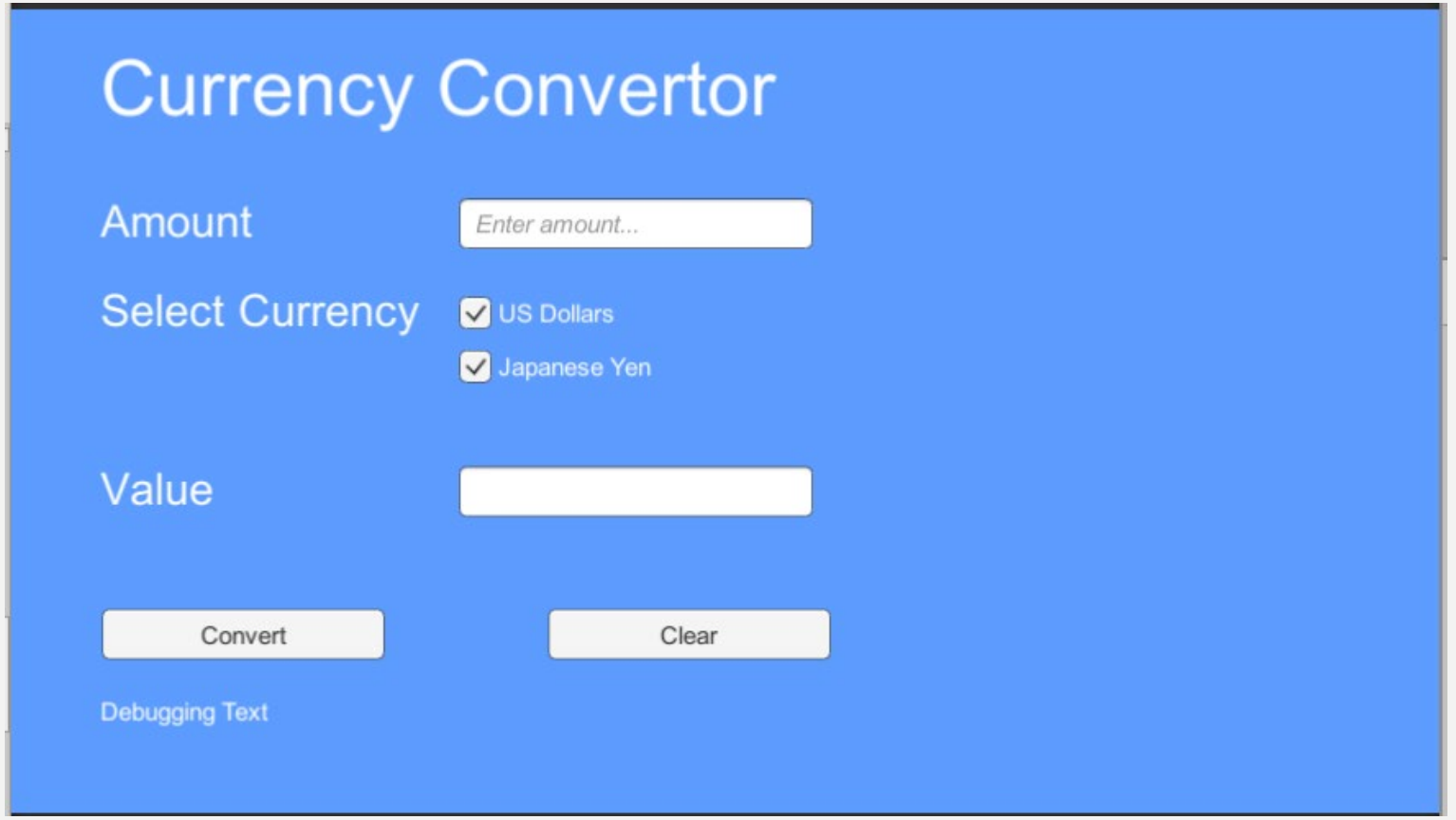
- PC
- Unity
- GitHub Desktop Client
- GitHub account
- Microsoft office application
- Group of 2 students – (Student A and Student B)

STEP 1: SETTING UP

- Create a new repo name: Lab06
- Create new Unity Project, 00_HanselKoh_Lab06
- **Commit and push your progress** to GitHub during your development

STEP 2: DESIGN A SCENE

- You are to create a scene for the calculator in Unity
- Using UI component such as
  - Text
  - Input Field
  - Button
  - Toggle



STEP 2: DESIGN A SCENE

- You are to create a scene for the calculator in Unity
- Using UI component such as
  - Text
  - Input Field
  - Button
  - Toggle

Sno	UI Type	GameObject Name	Display text	Remarks
1	Text	TextAmount	Amount	
2	Text	TextSelectCurrency	Select Currency	
3	Text	TextValue	Value	
4	Input Field	InputAmount		
5	Input Field	InputConvertedAmt		Read Only
6	Button	BtnConvert	Convert	
7	Button	BtnClear	Clear	
8	Toggle	ToggleUSdollars	US Dollars	
9	Toggle	ToggleJapaneseYen	Japanese Yen	
10	Text	DebugText	Debugging Text	

STEP 3: REFERENCE

Write a CalculatorScript to perform the required conversion of different currency

Use the below snippet to get or set values for Toggle and InputField

- Currency conversion rate
  - SGDUSD: 0.74
  - SGDJPY: 82.78
- Get / Set of toggle
  - `toggleUSDollar.isOn = false;`
- Get / Set of Input Field
  - `inputConvertedAmount.text = "$" + (amount + SGDUSD_rate);`
- Convert Text to float
  - `float amount = float.Parse(inputAmount.text);`

STEP 5: TEST AND ADD MORE FEATURES

- Test and ensure the currency conversion works
- Debug application if any errors/bugs
- Clear button resets amount, converted amount and toggles.
- Implement handle exception when invalid value for the amount. Display "Please enter a valid amount". Hint: Try/Catch
- Test and debug application, ensure all functionalities works as intended.
- Save your project

PART 6: ADDING A COLLABORATOR

- Add your assigned classmate as collaborator to your repository
- Add 00-HanselKoh as collaborator as well

PART 7: COLLABORATOR CONTRIBUTE

- Invited collaborator will receive an email
- Click the link provided in your email to accept the invitation
- Clone the repository to your local GitHub client
  - Student A clones the repository created by Student B
  - Student B clones the repository created by Student A
- File > Clone Repository > URL

STEP 8: UPDATE PROJECT

To be done by the collaborators…

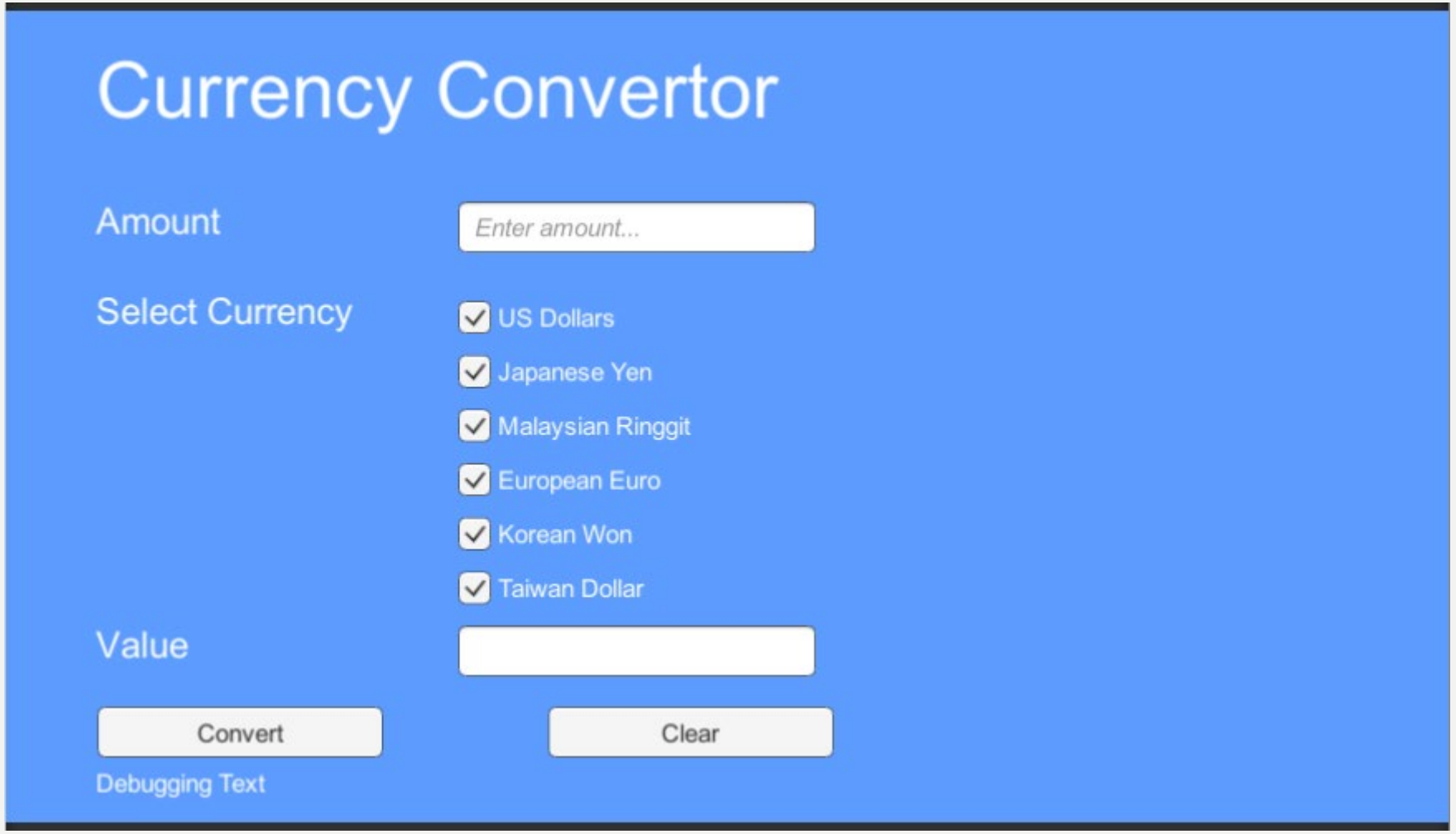
Add the following feature(s) to your classmates' repository

- Update the currency convertor with following conversion
  - 1 SGD converts to 3.08 Malaysian RM
  - 1 SGD converts to 0.63 European EUR
  - 1 SGD converts to 881.54 Korean KRW
  - 1 SGD converts to 20.73 Taiwan TWD
- Add the following

Sno	UI Type	GameObject Name	Display text	Remarks
1	Toggle	ToggleMalaysianRM	Malaysian Ringgit	
2	Toggle	ToggleEuropeanEUR	European Euro	
3	Toggle	ToggleKoreanKRW	Korean Won	
4	Toggle	ToggleTaiwanTWD	Taiwan Dollar	

Commit and Push your progress while coding new features!

REFERENCE


Currency Convertor
Amount
Enter amount...
Select Currency
US Dollars
Japanese Yen
Malaysian Ringgit
European Euro
Korean Won
Taiwan Dollar
Value
Convert
Clear
Debugging Text

STEP 9: OWNER TEST THE UPDATES

- After collaborators have integrated the additional features
- Repository owner to perform **integration testing** of the convertor
- Refer to the next slides for the template of integration test cases
- Create a minimum of 10 test cases to perform integration testing for currency conversion application

Compare yours with the given below

https://simmer.io/@itegpd/~0598aa49-4edd-f695-3686-ec4661e2a9da

INTEGRATION TESTING EXAMPLE

Test case ID	Description	Input	Expected Result	Actual Result	Pass/Fail	Remarks
1	Verifying the interface link, between Main scene and Game Play scene	Mouse input	User can use the Game Play Scene	Can see the Game Play scene	Pass	Nil

STEP 10: INTEGRATION TESTING

Test case ID	Description	Input	Expected Result	Actual Result	Pass/ Fail	Remarks
1						
2						
3						

STEP 10: INTEGRATION TESTING

Test case ID	Description	Input	Expected Result	Actual Result	Pass/ Fail	Remarks
4						
5						
6						

STEP 10: INTEGRATION TESTING

Test case ID	Description	Input	Expected Result	Actual Result	Pass/ Fail	Remarks
7						
8						
9						
10						

STEP 11: SUBMISSION

- Zip Unity Project as 00_HanselKoh_Lab06
- Save this slides in pdf version
  - (Submit updated slides: 13, 14, 15. Please delete other slides)
- Include your Git URL in MyConnexion
- Upload to MyConnexion