## CONVERTER

```
import java.util.Scanner;
public class ATM {
  public void currencyConversion() {
    // Step 1: Allow the user to select the base currency and the target currency
     System.out.println("Please select the base currency (e.g., USD, EUR, GBP):");
     Scanner scanner = new Scanner(System.in);
     String baseCurrency = scanner.nextLine().toUpperCase();
     System.out.println("Please select the target currency (e.g., USD, EUR, GBP):");
     String targetCurrency = scanner.nextLine().toUpperCase();
    // Step 2: Fetch real-time exchange rates from a reliable API (e.g., Open
Exchange Rates)
    // For simplicity, let's assume we have a method getExchangeRate() that
returns the exchange rate
     double exchangeRate = getExchangeRate(baseCurrency, targetCurrency);
     if (exchangeRate == 0) {
       System.out.println("Failed to fetch exchange rate. Please try again later.");
       return;
    }
    // Step 3: Take input from the user for the amount they want to convert
     System.out.println("Enter the amount in " + baseCurrency + ":");
     double amount = scanner.nextDouble();
    // Step 4: Convert the input amount from the base currency to the target
currency
     double convertedAmount = amount * exchangeRate;
    // Step 5: Display the converted amount and the target currency symbol to the
user
     System.out.println("Converted amount: " + convertedAmount + " " +
targetCurrency);
  // Mock method to simulate fetching exchange rate
  private double getExchangeRate(String baseCurrency, String targetCurrency) {
    // Mock implementation, replace with actual API call
    // For simplicity, let's assume exchange rate is 1 for same currencies
    if (baseCurrency.equals(targetCurrency)) {
       return 1.0;
    // You would typically fetch the exchange rate from an API here
    // For simplicity, returning a random value between 0.5 and 2.0
```

```
return 0.5 + Math.random() * 1.5;
}

public static void main(String[] args) {
   ATM atm = new ATM();
   atm.currencyConversion();
}
```

S

ReplyForward