Exp.No: 13

Miniproject- Currency Convereter

Date:

## ABOUT SRS CURRENCY CONVERTER APK

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## **APPLICATION INFORMATION:**

• Version: "1.0"

Updated on: 27.11.2021
Released on: 27.11.2021
Download size: 4 mb

- Application requirements:
  - 1. Control vibration
  - 2. Prevent phone from sleeping
  - 3. Run at startup

### **APPLICATION FEATURES:**

- Currency analysis
- Offline feature
- Provides real time exchange rates

## **DESCRIPTION:**

- With the help of Currency converter you Don't need to worry about latest rates
- You can convert and calculate and can get currency rates at any time

### HOW TO INSTALL SRS CURRENCY CONVERTER APK FOR AN ANDROID

• Download SRS Currency Converter APK file from SameAPK.com, then follow these steps:

## **UPDATE PHONE SETTINGS**

- Go to your phone Settings page
- Tap Security or Applications (varies with device)
- Check the Unknown Sources box
- Confirm with OK

### **GO TO DOWNLOADS**

- Open Downloads on your device by going to My Files or Files
- Tap Install when prompted, the APK file you downloaded will be installed on your d evice.

# HOW TO INSTALL SRS CURRENCY CONVERTER APK ON WINDOWS 7/8/9/10 OR MAC PC?

• Download SRS Currency Converter APK file from SameAPK.com to your PC (ex: /Users/xxx/Downloads/), then follow these steps:

### **USING EMULATOR**

• Download And Install one Emulator Softwares (Ex: Bluestacks, GenyMoti on, NoxPlayer)

## **SOURCE CODE:**

```
activity main.xml:
```

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
  xmlns:app="http://schemas.android.com/apk/res-auto"
  xmlns:tools="http://schemas.android.com/tools"
  android:layout width="match parent"
  android:layout height="match parent"
  android:background="@drawable/money"
  android:gravity="center"
  android:orientation="vertical"
  tools:context=".MainActivity">
<LinearLayout
  android:layout width="wrap content"
  android:layout height="wrap content"
  android:orientation="horizontal"
  >
  <TextView
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:text="CURRENCY CONVERTER"
    android:textColor="#000B01"
    android:textSize="25sp" />
```

</LinearLayout>

```
<LinearLayout
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:orientation="horizontal"
    <TextView
       android:layout width="wrap content"
       android:layout_height="wrap_content"
       android:text="ENTER AMOUNT"
       android:textColor="#0E0C0C"
       android:textSize="25sp" />
  <EditText
    android:layout width="wrap content"
    android:layout height="wrap_content"
    android:ems="10"
    android:id="@+id/txtamount"
    />
</LinearLayout>
  <LinearLayout
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:orientation="horizontal"
    >
  <TextView
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:textSize="20sp"
    android:text="From"/>
  <Spinner
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:ems="10"
    android:id="@+id/spfrom"
    />
</LinearLayout>
  <LinearLayout
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:orientation="horizontal"
  <TextView
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:textSize="20sp"
    android:text="To"/>
```

```
<Spinner
     android:layout width="wrap content"
    android:layout height="wrap content"
    android:ems="10"
    android:id="@+id/spto"
    />
</LinearLayout>
  <LinearLayout
     android:layout width="wrap content"
    android:layout height="wrap content"
    android:orientation="horizontal">
     <Button
       android:id="@+id/btn1"
       android:layout width="wrap content"
       android:layout height="wrap content"
       android:background="@color/black"
       android:text="Convert"/>
   </LinearLayout>
</LinearLayout>
MainActivity.java:
package com.example.converter;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.ArrayAdapter;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Spinner;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
  Spinner sp1, sp2;
  EditText ed1;
  Button b1;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
     super.onCreate(savedInstanceState);
```

```
setContentView(R.layout.activity main);
     ed1 = findViewById(R.id.txtamount); sp1
    = findViewById(R.id.spfrom);
    sp2 = findViewById(R.id.spto);
    b1 = findViewById(R.id.btn1);
     String[] from = {"INR"};
    ArrayAdapter ad = new ArrayAdapter<String>(this,
R.layout.support simple spinner dropdown item, from);
    spl.setAdapter(ad);
     String[] to = {"Dollar", "Euro", "SL"};
     ArrayAdapter ad1 = new ArrayAdapter < String > (this,
R.layout.support simple spinner dropdown item, to);
    sp2.setAdapter(ad1);
    b1.setOnClickListener(new View.OnClickListener() {
       @Override
       public void onClick(View v) {
          Double tot:
          Double amount = Double.parseDouble(ed1.getText().toString());
          if (sp1.getSelectedItem().toString() == "INR" && sp2.getSelectedItem().toString()
== "Dollar") {
            tot = amount *0.013;
            Toast.makeText(getApplicationContext(), tot.toString(),
Toast.LENGTH LONG).show();
          } else if (sp1.getSelectedItem().toString() == "INR" &&
sp2.getSelectedItem().toString() == "Euro") {
            tot = amount * 0.0112;
            Toast.makeText(getApplicationContext(), tot.toString(),
Toast.LENGTH LONG).show();
          else if (sp1.getSelectedItem().toString() == "INR" &&
sp2.getSelectedItem().toString() == "SL") {
            tot = amount * 2.70;
            Toast.makeText(getApplicationContext(), tot.toString(),
Toast.LENGTH LONG).show();
          }
});
```

## **OUTPUT:**



