A Project On

## **"COUNTRY CURRENCY"**

Submitted to

Rashtrasant Tukadoji Maharaj Nagpur University, NAGPUR In the Partial Fulfillment of

**B.Com.** (Computer Application) Final Year

Submitted by Komal Nandeshwar

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Under the Guidance of

Pravin J. Yadao



G. S. College of Commerce & Economics Nagpur 2019-2020

# G. S. COLLEGE OF COMMERCE & ECONOMICS NAGPUR CERTIFICATE

## (2019 - 2020)

This is to certify that Miss. Komal Nandeshwar and Miss.Bharti Zadekar has completed their project on the topic of Kashmir Tales prescribed by the Rashtrasant Tukadoji Maharaj Nagpur University for B.Com. (Computer Application) - III course in G. S. College of Commerce & Economics, Nagpur.

Date: 27/06/2020

**Place: Nagpur** 

Pravin J. Yadao Project Guide

**External Examiner** 

**Internal Examiner** 

## ACKNOWLEDGEMENT

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We also wish to express our sincere thanks to Principal Dr. N. Y. Khandait for providing us wide range of opportunities, facilities and inspiration to gather professional knowledge and material without which this project could not have been completed.

Komal Nandeshwar

Bharti Zadekar

Date:27/06/2020

Place: Nagpur

## DECLARATION

We Miss. Kajal Dwivedi and Mr.Pranit Chalakh hereby honestly declare that the work entitled "Kashmir Tales" submitted by us at G.S. College of Commerce & Economics, Nagpur in partial fulfillment of requirement for the award of B.Com. (Computer Application) degree by Rashtrasant Tukadoji Maharaj, Nagpur University, Nagpur has not been submitted elsewhere for the award of any degree, during the academic session 2018-2019.

The project has been developed and completed by us independently under the supervision of the subject teacher and project guide.

> Komal Nandeshwar Bharti Zadekar

Date:27/06/2020

Place: Nagpur

## INDEX

Sr. No.	Particular	Page No.	Remark	Signature
1.	Introduction	1-2		
2.	Objectives	3		
3.	Preliminary Investigation System			
	3.1 Identification of Need	4		
	3.2 Preliminary Investigation	4		
	3.3 Feasibility Study	5		
	3.4 Need Of New System	6		
	3.5 Flaw in present System	7		
4.	Project Category	8		
5.	Basic structure of html	9-11		
6.	Hardware and Software Requirement Specification	12-13		
7.	Data Flow Diagram	14		
8.	System Design			
	7.1 Source Code	15-91		
	7.2 Input Screen & Output screen	92-98		
9,.	Future Scope of the Project.	99		
10.	Conclusion	100		
11.	Bibliography	101		

## **INTRODUCTION**

(from Middle English:*curraunt*, "in circulation", А currency from Latin: *currens*, *-entis*), in the most specific sense is money in any form when in use or circulation as a medium of exchange, especially circulating banknotes and coins. A more general definition is that a currency is a system of money (monetary units) in common use, especially for people in a nation. Under this definition, U.S. dollars (US\$), euros ( $\in$ ), Japanese yen (\$), and pounds sterling (£) are examples of currencies. These various currencies are recognized as stores of value and are traded between nations in foreign exchange markets, which determine the relative values of the different currencies. Currencies in this sense are defined by governments, and each type has limited boundaries of acceptance.

Other definitions of the term "currency" are discussed in their respective synonymous articles banknote, coin, and money. The latter definition, pertaining to the currency systems of nations, is the topic of this article. Currencies can be classified into two monetary systems: fiat money and commodity money, depending on what guarantees the currency's value (the economy at large vs. the government's physical metal reserves). Some currencies are legal tender in certain political jurisdictions. Others are simply traded for their economic value. Digital currency has arisen with the popularity of computers and the Internet.

What money do you use depends on where are you living or planning to travel. Totally, there are 164 official national currencies circulating around the world. Although the number of the independent countries is 197 plus about five dozen of dependent territories. The matter is, that some of them don't have their own money and officially use the foreign currency. Exchange rate is the value of one currency for the purpose of conversion to another. It is also regarded as the value of one country's currency in relation to another currency.

This website is basically about currencies of various countries. Here we used HTML and CSS to develop this website. We also provide basic information about currency i.e., what is currency actually is and the history of currency. We are provided here the list of all countries' currencies and their NIC code as well as their currency symbol. This website also have a separate information of top ten currency of the world. We have a separate page for currency images. We are given an information about currency exchange rate and currency converter and also the list of currency exchange rate. In this website feedback form is also given, in which user can give opinion about this website. Which help us to set our future scope. This website is helpful for giving knowledge about currency of various countries to the users.

## **OBJECTIVES**

#### 1. Informative Website

This website provide knowledgeable information about currency. Through this website you we get information related to various currencies.

#### 2. User-friendly

It is important that the software which is developed should be user-friendly. Our project completes this requirements as it is easy to use. There is less chance of any error. The new user can easily access this software without facing any difficulty.

#### 3. Time Saving

Nowadays users want fastest information, as they are very busy. Our projects fulfils this requirements by providing all information at one place and one click. Therefore the user can save time and get information fastly.

#### 4. Useful for Every Age-Group

This project can be accessed by any valid user relating to any age limit. There are no such bond of age limits for this project.

#### 5. Security

In this project, we have provided a valid username and password, without valid username and password the user cannot access this site. Nobody can unauthorized access the website.

## PRELIMINARY INVESTIGATION SYSTEM

#### IDENTIFICATION OF NEED

This is the first step of the country currency Website.Identification of Need is a key through which user can identify many different information and images. To collect the information a user needs to visit many different websites and identify about the updates information of country currency arising in the net.

#### > PRELIMINARY INVESTIGATION

The first step in the system development life cycle is the identification of need. This is a user's request to change, improve or enhance an existing system. The initial investigation one way handling this problem. The objective is to determine where the request is valid and feasible before a recommendation is reached to nothing, improve or modify the existing system, or build a new system. We see different website and find out that there is lack of currencies information in other website and also for getting wide information about currencies the people need to search or open different website. Also we the need information or the key information sometime not present in website and all the needed information of currencies are present in "Country Currencies" website.

The investigation of some website don not found feedback form and also for getting the wide information of currencies. The people have to waste so much time for gathering information about currencies, so we found these drawbacks in other website which will fulfil in our website "Country Currencies". We overcome all these drawbacks and provide wide information about currencies in one place and also provide back button in every menu bar item.

### FEASIBILITY STUDY

Feasibility study of a website means whether the website is practically possible to build or not. It also evaluate the benefits of the update information. TheFeasibility Study means to analyze the requirements and needs of the user. Project manager use Feasibility Studies to determine potential positive and negative outcomes of a project before investing a consideration amount of time and money into it. Every information should be available in the website.

In "COUNTRY CURRENCY" Feasibility study consider three major keys they are:

- 1. Technical Feasibility
- 2. Economic Feasibility
- 3. Operational Feasibility

#### **1. Technical Feasibility**

The Technical Feasibility always focuses on the existing computer hardware and software. This also includes the use for more software and hardware and the possibility of such facility. The technical Feasibility concentrates on aspect of website to find out the various hardware and software requirement for the website.

#### 2. Economic Feasibility

Economic Feasibility is a way of determine the proper information of the country currency in the website. Here any user can search particular information in less time. Economic analysis is the most frequently used method for evaluating the effectiveness of candidate system.it is also called as cost benefit analysis.

#### 3. Operational Feasibility

The Operational Feasibility consider the acceptability of the system it checks whether system will be used if it is developed and implemented are the user of the new system able to handle the system. Operational Feasibility mostly look to the part that how is the project can be put into action it look over is three any difficulty on loading of the project or is the project operating smoothly after words.

### >NEED OF NEW SYSTEM

System is the organized working of all its unit and subunits. In order to device the objective of the project, the system is selected in such a way so that it would satisfy all the requirement of the project, it also helps to get the desired output.

A website which is completely designed for giving information to the user and it is also a non-commercial in nature in the needs of ours because this kind of website will facilities user all over the world accessing the project of interest.

The need of new system arises from the webpage that exist in the present manual system. The new system is required to save resources such as time and manpower, which is valuable in the present scenario of system. The new system helps to handle large database in a smooth way and makes the updation of data very easily.

## >FLAW IN PRESENT SYSTEM

#### **1. Proper internet connection required**

To access the project on your devices proper internet connection required to access this website.

### 2. Lack of information

In our website there is wide information of the menu which we have given but there is lack of information because all prospects are not fulfil.

#### 3. Security

To keep and maintain data is very difficult task. Proper security is not available for the data.

## 4. Require special knowledge

The user must be specialized in the knowledge to perform operation in present system. If not than the user cannot perform task properly.

#### **5.** Lack of Compatibility

There is a Compatibility problem in current system. The saved in higher version of the application can't be open with the lower version of the application.

## **PROJECT CATEGORY**

The Topic "COUNTRY CURRENCY" is being well developed using a website .The website is informative and helpful, information can be Populated using website. The website is developing in HTML (Hypertext Markup Language).

#### ≻HTML

Hypertext Markup Language is used for designing different web pages and appearance due to HTML tags different special effects of text size and font styles can be embedded in text to odd formatting and linking information called tags. HTML is collection of platform-independent style used to create a document for the World Wide Web (www). HTML is languages that is used to describe and format the structure of a web pages.

This code written in HTML is interpreted by browser the structure of all web pages similar. A web page has a common attributes such as heading, paragraph, text, bulleted lists, images and footers. HTML provides style to make the document look attractive we can use graphics various font sizes and colors to enhance the presentation of a document use can also create hypertext links we can use HTML to publish any type of information through web pages.

## **BASIC STRUCTURE OF HTML**

- HTML TAG (<HTML>):- The tags identify the document as HTML document. This tag indicate the browser that the file is an HTML. A basic HTML document consist of opening <HTML> and </HTML> tags. All contents of the web page is contained within these two tags.
- 2. HEAD TAG (<HEAD>):- A HTML document has a pair of opening <HEAD> and closing </HEAD> tag. Any information types here will not appear in the viewing area of the web browser. The <HEAD> tag contains the optional <TITLE> tag. The <HTML> tag Contain information about the document, including its title, scripts used definitions, and document description.
- **3. TITLE TAG** (**<TITLE>**):- The html **<**TITLE> tag is used for declaring the title, or name, of the HTML, document. The title is usually displayed in the browser's title bar (at the top). It is also displayed in browser bookmarks and search results. The title tag is placed between the opening and closing **<**HEAD> tags.
- **4. BODY TAG (<BODY>):-** This body tag are basically a block are blocked level tags that specify what the web browser what it should display in the web browser window. Style and formatting are applied to the content using tags. Such as heading tags. Paragraph tags and fonts tags. Most of the tags are a part of the <body> tag.

- **5. STYLE TAG** (<**S**TYLE>):- The <**S**TYLE> tag is used to define style information for an HTML document. Inside the <**S**tyle> element you specify how HTML elements should render in a browser. Each HTML document can contain multiple <**s**tyle> tags. Style sheets are important components of HTML that make a web page dynamic.
- 6. FONT TAG (<FONT>):- The <FONT> tag specifies the font size, and color of text. The font elements uses the <Font>.....</font> tags to enclose and format selected text.
- **7. LINK BREAK TAG (<BR>):-** The <BR> tag break the line of text or graphic and simply jumps to the start of the next line. It does not affect the font or the spacing of our document.
- **8. PARAGRAPH TAG** (**<P>**):- The **<**p> tag defines a paragraph. Browser automatically add some space (margin) before and after each **<**p> element. The margins can be modified with CSS (with the margin properties). The paragraph**<**p> tag tells the browsers that, the text in our documents constitute a paragraph. The paragraph tag uses **<**p>.....**<**/p> tags.
- **9. HEADING TAG<:** The heading elements implies all the font changes, paragraph breaks before and after, and any while space necessary to render the heading. The heading elements are <H1>, <H2>, <H3>, <H4>, <H5>, and <H6>.

- **10.ANCHOR TAG <A>:-** The <a> tag defines a hyperlink, which is used to link from one page to another. The most important attributes of the <a> element is the href attribute, which indicates the link's destination. Anchor tag is use to create hyperlink by using <a>.....</a> tag.
- **11.DIV TAG <DIV>:-** The <div> tag defines a division or a section in an HTML documentation. The <div> elements is often used as a container for the other HTML elements to style them with CSS or to perform certain tasks.

## HARDWARE AND SOFTWARE REQUIREMENT SPECIFICATIONS

## ♦Tools and platform Language to be used

#### FRONT END

FRONT END is used to display the website and software. The use of HTML (Hyper Text Markup Language) for developing a website with an effective and easy to understand the language for creating a website. Improve the appearance of the website respectively. HTML element that, in their most general from have three component: a pair of element tags, a "start tag" and "End tags" some elements attributes within the start tag; and finally, and textual and graphical content between the start and end tags. The HTML element is everything between and including the tags. Each tag is enclosed in angle brackets. Hyper Text Markup makes part of a document into links to other document. An anchor element creates hyperlinks in the documents with the href attribute set to the link URL.

#### HARWARE:

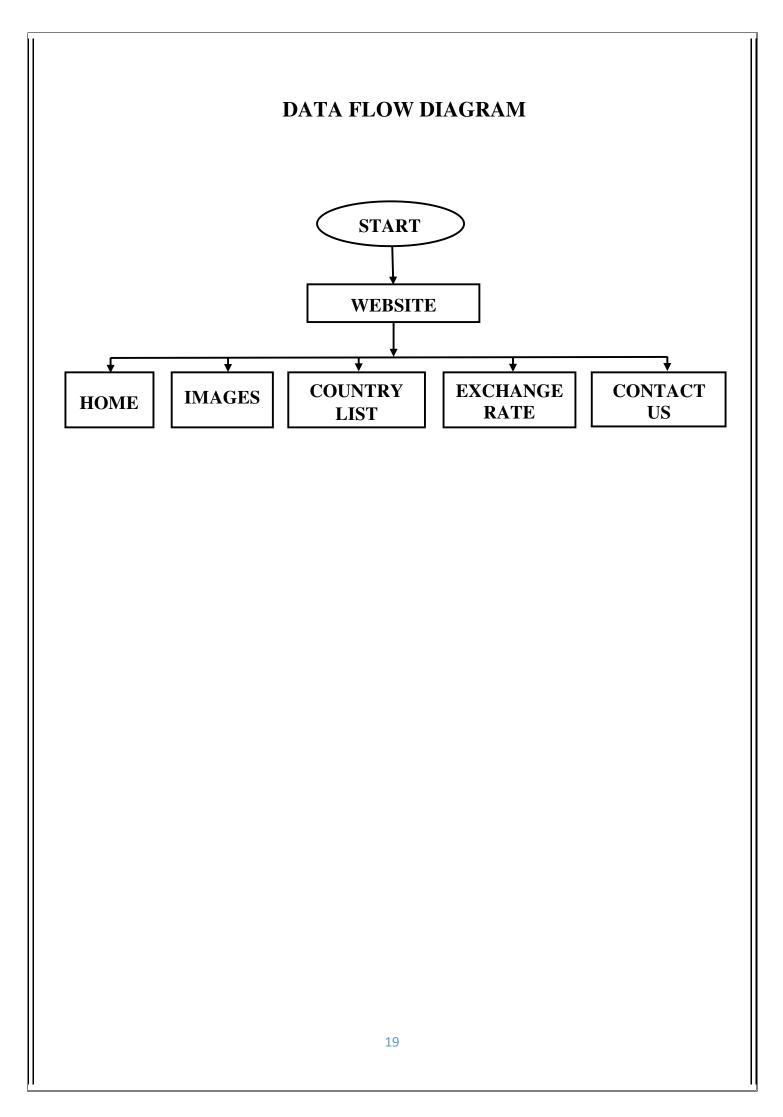
Hardware is being defined as under it contain how much processor speed and how much RAM will be used for the better performance of the website. This application is prepared keeping in mind the requirement of the user to run the software properly without any problem we need to fulfil the following Hardware requirement.

#### Hardware Required:

Input - Keyboard and Mouse Ram - 4.00 GB Processor - Intel core i3

### **SOFTWARE:**

Software can be termed as the group of instruction or command used by the computer to accomplish the given task. In today's world generation of software is ever ending. It is an evolution of dignified technology there is no requirement for it but the minimum software requirement of any computer is specified below.



### SYSTEM DESIGN

### **SOURCE CODE:**

FRONT PAGE HTML: <!DOCTYPE html> <html> <head> <title>Currency</title> <link rel="stylesheet" type="text/css" href="w.css"> </head> <body> <header> <div class="row"> </div> <div class="row"> </div>

<pr><br><center><h1>&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; ; p; &nbs sp;<span>Country</span>Currency</h1><br><center></div><div> Form <center><h2>&nbsp;&nbsp;Beauty Best is in its Kindness, <br>&nbsp;&nbsp;the most valuable currency in the world.</h><br><br><br>><br>><br>><center></div><div class="box"> ; p; &nbs sp; &nb

bsp; &nbs

```
</body>
```

</html>

## CSS:

```
*{
```

```
margin: 0;
padding: 0;
}
header
{
background-image:url(chilar.jpeg);
height: 100vh;
background-size: cover; background-
position: center;
}
*{
font-family: 'Times New Roman', sans-serif;
}
```

span{ color: #f14a60;} h1{margin-top:50px; font-size:50px; font-style: normal; display: flex; columns: "left";} h2{ font-size: 30px; color: white;} .box{ columns: "left";} .image{ margin-bottom: 200px; margin-left: : 200px; } .btn:visited{ .btn:link, text-decoration: none; text-transform:uppercase; position:relative; top:0; left:0; padding:20px 40px; border-radius:100px; transform translate(0% ,-40%); : display:inline-block; transition: all .5s;} .btn-white{ background:#fff; color:#000;} .btn:hover{

```
box-shadow:0px 10px 10px rgba(0,0,0,0.2);
transform : translateY(-3px);}
.btn:active{
 box-shadow:0px 5px 10px rgba(0,0,0,0.2)
transform:translateY(-1px);}
.btn-bottom-animation-1{
animation:comeFromBottom 1s ease-out .8s;}
.btn::after{
content:"";
 text-decoration:
                     none;
text-transform:uppercase;
position:absolute;
width:100%;
height:100%;
top:0;
left:0;
border-radius:100px;
display:inline-block;
 z-index:-1;
transition: all .5s;}
.btn-white::after {
 background: #fff;}
.btn-animation-1:hover::after
                                   ł
transform: scaleX(1.4) scaleY(1.6);
opacity: 0;}
@keyframes comeFromBottom{
0%{
opacity:0;
transform:translateY(40px); } 100%{
```

opacity:1;

transform:translateY(0);

}

### HOME PAGE

<!DOCTYPE html>

<html>

<head>

<title>

home</title>

<style>

div {

width:90%;

margin:auto;

text-align: justify;

text-justify:inter-word;

font-size: 15px;}

img { display: block;

margin-left: auto;

margin-right: auto;

}

.hero{

width:80%;

margin:auto;

## }

.header h1

{ position: relative;

top: 100px;

left: 100px;

} .header h3{ position:relative; } #logo { width:100px; margin-top: 10px; float:left; }ul { flex: 50; text-align: right;} ul li{ display: inline-block; list-style: none; margin: 30px;} ul li a{ text-decoration: none; color: #000; padding: 0 10px; position: relative;} ul li a::after{ content:"; width: 0%; height: 10px; background:#f14a60; position: absolute;left: 50%; transform: translateX(-50%); top: -90%;

```
transition: 0.1s;}
ul li a:hover::after{
width: 100%}
.hero {padding: 25px;
text-align: center; background-color:
#f14a60;
color: black;
font-size: 25px; padding-left: 150px;
padding-right: 150px;}}
.flip-box {background-color: transparent; width: 300px;
height: 200px; border: 1px solid #f1f1f1;perspective:
1000px; } .flip-box-inner {position: relative; width: 100%;
height: 100%; text-align: center; transition: transform 0.8s;
transform-style: preserve-3d; }.flip-box:hover.flip-box-inner
{ transform: rotateY(180deg); } .flip-box-front, .flip-box-back
{ position: absolute; width: 100%; height: 100%; }.flip-box-
front { background-color: #bbb; color: black;
}.flip-box-back { background-color:
#555;color: white; transform:
rotateY(180deg);}
.box {width: 300px; border: 5px solid black;
padding: 10px;margin: 5px; margin-left: 80px; } .box
a{text-decoration: none;}</style></head>
<div class="hero">
<H1 style="font-size: 100;"><center><b><font size="7">COUNTRY
CURRENCY</b></center></H1></div>
<div class="header h1"><center><font size="5">
                         href="HOME.html"><b>HOME</b></a><a
<a
href="IMAGES.html"><b>IMAGES</b></a>
```

<a href="COUNTRY LIST.html"><b>COUNTRY LIST</b></a><a href="convert.html"><b>EXCHANGE RATE</b></a><a href="CONTACT US.php"><b>CONTACT US</b></a>

<P><font size="5"><img src="\img\currency.gif" style="width:25%;" size="5">Currency</font></b></h1><font</pre> ALIGN="LEFT"><h1><b><font size="4">A currency (from Middle English: curraunt, "in circulation", from Latin: currens, -entis), in the most specific sense is money in any form when in use or circulation as a medium of exchange, especially circulating banknotes and coins. A more general definition is that a currency is a system of money (monetary units) in common use, especially for people in a nation. Under this definition, U.S. dollars (US\$), euros (€), Japanese yen (¥), and pounds sterling (£) are examples of currencies. These various currencies are recognized as stores of value and are traded between nations in foreign exchange markets, which determine the relative values of the different currencies. Currencies in this sense are defined by governments, and each type has limited boundaries of acceptance.</P><P>Other definitions of the term "currency" are discussed in their respective synonymous articles banknote, coin, and money. The latter definition, pertaining to the currency systems of nations, is the topic of this article. Currencies can be classified into two monetary systems: fiat money and commodity money, depending on what guarantees the currency's value (the economy at large vs. the government's physical metal reserves). Some currencies are legal tender in certain political jurisdictions. Others are simply traded for their economic value. Digital currency has arisen with the popularity of computers and the Internet.</P></div><div class="box "<h2>Contents</h2> <font size="4" align="right"><a href = "#1">1. History<History></a><br> <a href = "#2">&nbsp;&nbsp;&nbsp;&nbsp;1.1 Early currency</a><br> <a href = "#3">&nbsp;&nbsp;&nbsp;&nbsp;1.2 Coinage</a><br> <a href = "#4">&nbsp;&nbsp;&nbsp;&nbsp;1.3 Paper money</a><br>

<a href = "#5">&nbsp;&nbsp;&nbsp;1.4 Banknote era</a><br>

<a href = "#6">2. Modern currencies</a><br><a href = "#7">3. Alternative currencies</a><br><a href = "#8">4. Control and production</a><br>

<a href = "#9">5. Currency convertibility</a><br><a href = "#10">6. Local currencies</a><br></div><div><div id="1"></div>

<h1 style="color:black;"><b>History</b></h1><img src="\img\h1.gif" alt="h1" style="width:25%;" align="left"; border=5px; padding: 5px 5px;border-color=eee6ff;></div><div><div id="2"></div><h2 style="color:black;"><b><em>Early

currency</em></b></h2></div><font size="4">Originally monev was a form of receipt, representing grain stored in temple granaries in Sumer in ancient Mesopotamia and later in Ancient Egypt. currency, metals were used as symbols to represent value stored in the form of commodities. This formed the basis of trade in the Fertile Crescent for over 1500 years. However, the collapse of the Near Eastern trading system pointed to a flaw: in an era where there was no place that was safe to store value, the value of a circulating medium could only be as sound as the forces that defended that store. A trade could only reach as far as the credibility of that military. By the late Bronze Age, however, a series of treaties had established safe passage for merchants around the Eastern Mediterranean, spreading from Minoan Crete and Mycenae in the northwest to Elam and Bahrain in the southeast. It is not known what was used as a currency for these exchanges, but it is thought that ox-hide shaped ingots of copper, produced in Cyprus, may have functioned as a currency.It is thought that the increase in piracy and raiding associated with the Bronze Age collapse, possibly produced by the Peoples of the Sea, brought the trading system of oxhide ingots to an end. It was only the recovery of Phoenician trade in the 10th and 9th centuries BC that led to a return to prosperity, and the appearance of real coinage, possibly first in Anatolia with Croesus of Lydia and subsequently with the Greeks and Persians. In Africa,

many forms of value store have been used, including beads, ingots, ivory, various forms of weapons, livestock, the manilla currency, and ochre and other earth oxides. The manilla rings of West Africa were one of the currencies used from the 15th century onwards to sell slaves. African currency is still notable for its variety, and in many places, various forms of barter still apply.

style="color:black;"><b><em>Coinage</em></b></h2></div>

<div><font size="4">These factors led to the metal itself being the store of value: first silver, then both silver and gold, and at one point also bronze. Now we have copper coins and other non-precious metals as coins. Metals were mined, weighed, and stamped into coins. This was to assure the individual accepting the coin that he was getting a certain known weight of precious metal. Coins could be counterfeited, but the existence of standard coins also created a new unit of account, which helped lead to banking. Archimedes' principle provided the next link: coins could now be easily tested for their fine weight of metal, and thus the value of a coin could be determined, even if it had been shaved, debased or otherwise tampered. coinage had several tiers of coins of different values, made of copper, silver, and gold. Gold coins were the most valuable and were used for large purchases, payment of the military and backing of state activities. Units of account were often defined as the value of a particular type of gold coin. Silver coins were used for midsized transactions, and sometimes also defined a unit of account, while coins of copper or silver, or some mixture of them (see debasement), might be used for everyday transactions. This system had been used in ancient India since the time of the Mahajanapadas. The exact ratios between the values of the three metals varied greatly between different eras and places; for example, the opening of silver mines in the Harz mountains of central Europe

made silver relatively less valuable, as did the flood of New World silver after the Spanish conquests. However, the rarity of gold consistently made it more valuable than silver, and likewise silver was consistently worth more than copper.

style="color:black;"><b><em>Paper money</em></b></h2><font size="4">In Europe, paper money was first introduced on a regular basis in Sweden in 1661 (although Washington Irving records an earlier emergency use of it, by the Spanish in a siege during the Conquest of Granada). As Sweden was rich in copper, many copper coins were in circulation, but its relatively low necessitated extraordinarily big coins, often weighing several value kilograms.The advantages of paper currency were numerous: it reduced the need to transport gold and silver, which was risky; it facilitated loans of gold or silver at interest, since the underlying specie (money in the form of gold or silver coins rather than notes) never left the possession of the lender until someone else redeemed the note; and it allowed a division of currency into credit- and specie-backed forms. It enabled the sale of stock in joint-stock companies and the redemption of those shares in а paper.But there were also disadvantages. First, since a note has no intrinsic value, there was nothing to stop issuing authorities from printing more notes than they had specie to back them with. Second, because it increased the money supply, it increased inflationary pressures, a fact observed by David Hume in the 18th century. Thus paper money would often lead to an inflationary bubble, which could collapse if people began demanding hard money, causing the demand for paper notes to fall to zero. The printing of paper money was also associated with wars, and financing of wars, and therefore regarded as part of maintaining a standing army. For these reasons, paper currency was held in suspicion and hostility in Europe and America. It was also addictive since the speculative profits of trade and capital creation were quite large. Major nations established mints to print money and mint coins, and

branches of their treasury to collect taxes and hold gold and silver stock.</div><div><div><div><h2

style="color:black;"><b><em>Banknote era</em></b></h2><font size="4">A banknote (more commonly known as a bill in the United States and Canada) is a type of currency and is commonly used as legal tender in many jurisdictions. Together with coins, banknotes make up the cash form of all money. Banknotes are mostly paper, but Australia's Commonwealth Scientific and Industrial Research Organisation developed a polymer currency in the 1980s; it went into circulation on the nation's bicentenary in 1988. Polymer banknotes had already been introduced in the Isle of Man in 1983. As of 2016, polymer currency is used in over 20 countries (over 40 if counting commemorative issues), and dramatically increases the life span of banknotes counterfeiting.</div><div><div</div><h1 and reduces style="color:black;"><b>Modern currencies</b></h1><font size="4">The currency used is based on the concept of lex monetae; that a sovereign state decides which currency it shall use. The International Organization for Standardization has introduced a system of three-letter codes (ISO 4217) to denote currency (as opposed to simple names or currency signs), in order to remove the confusion arising because there are dozens of currencies called the dollar and several called the franc. Even the "pound" is used in nearly a dozen different countries; most of these are tied to the Pound Sterling, while the remainder has varying values. In general, the three-letter code uses the ISO 3166-1 country code for the first two letters and the first letter of the name of the currency (D for dollar, for instance) as the third letter. United States currency, for instance, is globally referred to as USD. Monetary Fund uses a different system when referring to national id="7"></div><h1 currencies.</div><div><div style="color:black;"><b>Alternative currencies</b></h1><font size="4">Distinct from centrally controlled government-issued currencies,

private decentralized trust networks support alternative currencies such as Bitcoin, Ethereum, Litecoin, Monero, Peercoin or Dogecoin, which are classified as cryptocurrency since the transfer of value is assured through cryptographic signatures validated by all users. There are also branded currencies, for example 'obligation' based stores of value, such as quasiregulated BarterCard, Loyalty Points (Credit Cards, Airlines) or Game-Credits (MMO games) that are based on reputation of commercial products, or highly regulated 'asset-backed' 'alternative currencies' such as mobile-money schemes like MPESA (called E-Money Issuance). currency may be Internetbased and digital, for instance, bitcoin is not tied to any specific country, or the IMF's SDR that is based on a basket of currencies (and assets

held).Possession and sale of alternative forms of currencies is often outlawed by governments in order to preserve the legitimacy of the constitutional currency for the benefit of all citizens. For example, Article I, section 8, clause 5 of the United States Constitution delegates to Congress the power to coin money and to regulate the value thereof. This power was delegated to Congress in order to establish and preserve a uniform standard of value and to insure a singular monetary system for all purchases and debts in the United States, public and private. Along with the power to coin money, the United States Congress has the concurrent power to restrain the circulation of money which is not issued under its own authority in order to protect and preserve the constitutional currency for the benefit of all citizens of the nation. It is a violation of federal law for individuals, or organizations to create private coin or currency systems to compete with the official coinage and currency of

the United States.</div><div> id="8"></div><h1 style="color:black;">Control and production<b></b></h1><font size="4">In most cases, a central bank has the exclusive power to issue all forms of currency, including coins and banknotes (fiat money), and to restrain the circulation alternative currencies for its own area of circulation (a country or group of countries); it regulates the production of currency by banks (credit) through monetary policy. An exchange rate is a price at which two currencies can be exchanged against each other. This is used for trade between the two currency zones. Exchange rates can be classified as either floating or fixed. In the former, day-to-day movements in exchange rates are determined by the market; in the latter, governments intervene in the market to buy or sell their currency to balance supply and demand at a static exchange rate. In cases where a country has control of its own currency, that control is exercised either by a central bank or by a Ministry of Finance. The institution that has control of monetary policy is referred to as the monetary authority. Monetary authorities have varying degrees of autonomy from the governments that create them. A monetary authority is created and supported by its sponsoring government, so independence can be reduced by the legislative or executive authority that creates it.Several countries can use the same name for their own separate currencies (for example, a dollar in Australia, Canada, and the United States). By contrast, several countries can also use the same currency (for example, the euro or the CFA franc), or one country can declare the currency of another country to be legal tender. For example, Panama and El Salvador have declared US currency to be legal tender, and from 1791 to 1857, Spanish silver coins were legal tender in the United States. At various times countries have either restamped foreign coins or used currency boards, issuing one note of currency for each note of a foreign government held, as Ecuador currently does.Each currency typically has a main currency unit (the dollar, for example, or the euro) and a fractional unit: 100 cents = 1 dollar, 100 centimes = 1 franc, 100 pence = 1 franc1 pound, although units of occasionally also occur. Some currencies do not have any smaller units at all, such as the Icelandic krona. Mauritania and Madagascar are the only remaining countries that have theoretical fractional units not based on the decimal system; instead, the Mauritanian ouguiya is in theory divided into 5 khoums, while the Malagasy ariary is theoretically divided into 5 iraimbilanja. In these countries, words like dollar or pound "were simply names for given weights of gold".Due to inflation khoums and iraimbilanja have in practice fallen into disuse. (See non-decimal currencies for other historic currencies with non-decimal divisions.)

convertible:</u></em></b>Central banks control international investments flowing into and out of a country. While most domestic transactions are handled without any special requirements, there are significant restrictions on international investing, and special approval is often required in order to convert into other currencies. The Indian rupee and the renminbi are examples of partially convertible

currencies.<b><em><u>Nonconvertible:</u></em></b>A government neither participates in the international currency market nor allows the conversion of its currency by individuals or companies. These currencies are also known as blocked, e.g. the North Korean won and the Cuban peso.</div><div><div id="10"></div><h1 style="color:black;">Local currencies<b></b></b></b></br>

economically depressed region to pull itself up, by giving the people living there a medium of exchange that they can use to exchange services and locally produced goods (in a broader sense, this is the original purpose of all money). Opponents of this concept argue that local currency creates a barrier that can interfere with economies of scale and comparative advantage and that in some cases they can serve as a means of tax evasion.

<b><center><font size="5">TOP 10 CURRENCIES IN THE

<div class="flip-box-back"></div></div></div>

code‑ <b>KWD.</b>Kuwaiti Dinar rates:<b>1

KWD = 3.29 USD</b> (Kuwaiti dinar to US dollar).

<b>1 KWD = 2.97 EUR</b> (Kuwaiti dinar to euro).<br>The highest currency in the world is Kuwaiti Dinar (against the US).

Dollar).Kuwait is a small country with enormous wealth. The high value (rate) of its currency is explained by significant oil exports into the global market.

countries in the world.More than 80% of the country's revenue comes from the oil industry, as petroleum production here is the easiest and, therefore, the cheapest among other countries.Since 2003 the currency was pegged to the US Dollar, but in 2007 the government decided to peg the Kuwaiti Dinar to the weighted currency basket.Besides the very stable economy, Kuwait is a tax-free country with a very low unemployment rate.<br><font size="5">size="5">size="5">size="5">size 2003 the currency was pegged to the US Dollar, but in 2007 the government decided to peg the Kuwaiti Dinar to the weighted currency basket.Besides the very stable economy, Kuwait is a tax-free country with a very low unemployment rate.<br/><br>

<div class="flip-box-front"><img src="\img\92.png" alt="90" class="flip-boxback"></div></div></div>< style="width:30%;"><div size="4">Currency code ‑ <b>BHD.</b>Bahrain Dinar rates:b>1 BHD = 2.66 USD </b> (Bahrain Dinar to US Dollar). b>1 BHD = 2.40 EUR </b> (Bahrain Dinar to Euro)<br>The Bahrain Dinar is the second most valuable currency.Bahrain is a Persian Gulf island state with a population of just over 1 million people. As in the first case, this country's of income is the &#34:black gold" largest source exports.Interestingly, the Bahrain Dinar is pegged to the US Dollar exchange rate, and its rate against the US

<b>1 JOD = 1.27 EUR </b> (Jordan Dinar to Euro). <math><br>It is hard to explain the high value of Jordan Dinar. This country is not economically developed, and it lacks essential resources, such as oil.

Nevertheless, one Jordan Dinar costs 1.41 US Dollars, which makes it one of 10 the strongest world currencies.<br>font size="5"><b>5&#8209;British Pound Sterling (\$1.32)</b><div class="flip-box"><div class="flip-box-inner"><div class="flip-box-front"> src="\img\95.png" alt="90" style="width:30%;"><div class="flip-<img boxback"></div></div></div>

Scottish, North Ireland, Manx, Jersey, Guernsey, Gibraltar Pounds, as well as St. Elena Island Pound and Falkland Islands Pound.

Amusingly, native Britons do not always want to accept "other" Pounds as a means of payment.

<br><br><font size="5"><b>6 ‑Cayman Islands Dollar (1.22) </b> < div class="flip-box"> < divclass="flip-box-inner"><div class="flip-box-front"><img src="\img\96.png" alt="90" style="width:30%;"><div class="flip-box-back"></div></div></div></div> <b>KYD.</b><br>Cayman Islands Dollar rates:<b>1 KYD = 1.22 USD</b>(Cayman Islands Dollar to US Dollar).<b> 1 KYD = 1.01 EUR </b>(Cayman Islands Dollar to Euro).<br>>p>The Cayman Islands are one of the world's best tax haven. These islands provided licenses for hundreds of banks, hedge funds, and insurance companies.Thanks to its leadership among tax haven Cayman Islands Dollar costs approximately 1.22 US Dollars.<br><font size="5"><b>7&#8209;European Euro (\$1.11)</b><div class="flip-box"><div class="flip-box-inner"><div class="flip-box-front"><img src="\img\97.png" alt="90"

style="width:30%;"><div class="flip-

62.3%).<br><br><font size="5">8 ‑Swiss Franc (\$1.01)</b><div class="flip-box"><div class="flip-box-inner"> <div class="flip-box-front"><img src="\img\98.png" alt="90" style="width:30%;"><div class="flip-font size="4">Currency code ‑ <b>CHF.</b><br> Swiss Franc rates:<b>1 CHF = 1.01 USD</b>(Swiss Franc to US) Dollar).  $\langle p \rangle \langle p \rangle \langle b \rangle$  1 CHF = 0.91 EUR  $\langle b \rangle$  (Swiss Franc to Euro).  $\langle p \rangle \langle b \rangle$ Switzerland is not only one of the richest countries in the world, but it also belongs to the most stable ones. Its banking system had long been known for its formerly resolute "Bank Secrecy".p>Besides, its high-tech goods are very well known all around the globe.p>Pay attention to how extraordinary this banknote looks. This is the only banknote I saw which has a vertical view.<br><br><font size="5"><b>9&#8209;US Dollar</b> <div class="flip-box"><div class="flip-box-inner"><div class="flipboxfront"><img src="\img\99.png" alt="90" style="width:30%;"><div class="flipbox- Canadian dollar rates: <b>1 CAD = 0.75 USD</b> (Canadian dollar to US Dollar).

<b> 1 CAD = 0.68 EUR</b> (Canadian dollar to Euro).<br>The Canadian dollar is the fifth largest reserve world currency. It is often called the &#34;loonie &#34; in honor of the bird depicted on the one-dollar coin.</div></body></html>

# IMAGES

<html>

<meta name="viewport" content="width=device-width, initial-scale=1"> <style>.column {float: left; width: 25%;height:60%;} /\* The Modal (background) \*/

.modal {display: none;position: fixed; z-index: 1;padding-top: 100px; left: 0;top: 0; width: 100%; height: 100%; overflow: auto; background-color: black /\* Modal Content \*/.modal-content { position: relative;background-color: #fefefe; margin: auto;padding: 0;width: 90%; max-width: 1200px/\* The Close Button \*/.close {color: white; position: absolute;top: 10px;right: 25px; font-size: 35px;font-weight: bold;} .close:hover,.close:focus {color: red; textdecoration: none;cursor: pointer;} .mySlides {display: none;} .cursor {cursor: pointer;} /\* Next & previous buttons \*.prev, cursor: pointer; .next { position: absolute; top: 50%; width: auto; padding: 16px; margin-top: -50px; color: white: font-weight: bold; font-size: 40px; transition: 0.6s ease; border-radius: 0 3px 3px 0; user-select: none; -webkit-user-select: none;} /\* Position the "next button" to the right \*/.next {right: 0; border-radius: 3px 0 0 3px;}/\* On hover, add a black background color with a little bit see-through \*/.prev:hover,.next:hover { background-color: rgba(0, 0, 0, 0.8); }/\* Number text (1/3 etc) \*/.numbertext {color: purple;font-size: 20px; padding: 20px 12px;position: absolute;top: 0; } img margin-bottom: -4px;} .caption-container {text-align: center; background-color: red; padding: 10px 20px;color: blue;ont-size:20;} .demo { opacity: 0.6; } active,.demo:hover {opacity: 1; }img.hover-shadow {transition: 0.3s;

}.hover-shadow:hover {box-shadow: 0 8px 12px 0 rgba(0, 0, 0, 0.80), 0 10px 26px 0 rgba(0, 0, 0, 0.8080);border: 6px solid #777;}div.desc {padding: 15px;text-align: center; }.fo{ font-family:time new romane;fontsize:24;color:green;text-align:center;}{text-align: justify;textjustify:interword; }img {display: block;margin-left: auto; margin-right: auto; }.hero{ width:80%; margin:auto; }.header img{ float: left; width: 90px; height: 70px; header h1{position: relative; top: 100px; left: 100px;.header h3{position:relative;}ul{flex: 50; text-align: right; }ul li{display: inline-block; list-style: none; margin: 30px; }ul li a{text-decoration: none;color: #000;padding: 0 10px;position: relative; }ul li a::after{content:";width: 0%;height: 10px;background:#f14a60; position: absolute; left: 50%; transform: translateX(-50%); top: -90%; transition: 0.1s; ul li a:hover::after{width: 100%}.hero{ padding: 25px; text-align: center;background-color: #f14a60; color: black; font-size: padding-left: 150px; padding-right: 150px; 25px; } </style> <body> <div class="hero" **<**H1 style="font-size: 100;"><center><b><font size="7">COUNTRY CURRENCY</b></center></H1> </div> <div class="header h1"><center><font size="5"> href="HOME.html"><b>HOME</b></a><a <a href="IMAGES.html"><b>IMAGES</b></a> LIST.html"><b>COUNTRY <a href="COUNTRY LIST</b></a>a href="convert.html"><b>EXCHANGE RATE < /b > < /a > < ahref="CONTACT US.php"><b>CONTACT US</b></a></center> </div><div class="row"><div class="column"> width="300" src="img\31.jpg" height="300" <img onclick="openModal();currentSlide(1)" class="hover-shadow cursor"></div><div class="column"><img src="img\1.png" width="300" height="300" onclick="openModal();currentSlide(1)" class="hover-shadow" cursor"></div><div class="column"><img src="img/80.jpg" width="300" height="300"onclick="openModal();currentSlide(4)" class="hover-shadow cursor"></div><div class="column"><img src="img/78.jpg" width="300"

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</div>
<div class="mySlides">
<img src="\img\32.jpg" width="100%" height="700">
</div>
```

<div class="mySlides">

```
<img src="\img\34.jpg" width="100%" height="700">
</div>
<div class="mySlides">
<img src="\img\36.jpg" width="100%" height="700">
</div>
<div class="mySlides">
<img src="\img\37.jpg" width="100%" height="700">
</div>
<div class="mySlides">
<img src="\img\38.jpg" width="100%" height="700">
</div>
<div class="mySlides">
<img src="\img\39.jpg" width="100%" height="700">
</div>
<div class="mySlides">
<img src="\img\40.jpg" width="100%" height="700">
</div>
<div class="mySlides">
<img src="\img\2.jpg" width="100%" height="700">
</div>
<div class="mySlides">
<img src="\img\42.jpg" width="100%" height="700">
</div>
<div class="mySlides">
<img src="\img\45.jpg" width="100%" height="700">
</div>
<div class="mySlides">
<img src="\img\46.jpg" width="100%" height="700">
```

```
49
```

```
</div>
```

```
<div class="mySlides">
<img src="\img\47.jpg" width="100%" height="700">
</div>
```

```
<div class="mySlides">
<img src="\img\48.jpg" width="100%" height="700"></div>
```

```
<div class="mySlides">
<img src="\img\49.jpg" width="100%" height="700">
</div>
```

```
<div class="mySlides">
<img src="\img\50.jpg" width="100%" height="700">
</div>
```

```
<a class="prev" onclick="plusSlides(-1)">&#10094;</a>
<a class="next" onclick="plusSlides(1)">&#10095;</a>
```

```
<div class="caption-container">
</div>
```

```
<div class="column">
<img class="demo cursor" src="\img\31.jpg" width="300" height="300"
onclick="currentSlide(1)" alt="more images">
</div>
```

```
<div class="column">
<img class="demo cursor" src="\img\1.png" width="300" height="300"
onclick="currentSlide(1)" alt="more images">
</div>
<div class="column">
```

```
<ing class="demo cursor" src="\img\80.jpg" width="300" height="300"
onclick="currentSlide(1)" alt="more images">
</div>
<div class="column">
<img class="demo cursor" src="\img\78.jpg" width="300" height="300"
onclick="currentSlide(1)" alt="more images">
</div>
<div class="column">
<ing class="demo cursor" src="\img\75.jpg" width="300" height="300"
onclick="currentSlide(1)" alt="more images">
</div>
<div class="column">
<ing class="demo cursor" src="\img\61.jpg" width="300" height="300"
onclick="currentSlide(1)" alt="more images">
</div>
<div class="column">
<ing class="demo cursor" src="\img\62.jpg" width="300" height="300"
onclick="currentSlide(1)" alt="more images">
</div>
<div class="column">
<img class="demo cursor" src="\img\220px-Hand-loom_weaving.jpg"
width="300"
               height="300" onclick="currentSlide(1)"
                                                          alt="more
images"></div>
<div class="column">
<img
           class="demo
                              cursor"
                                            src="\img\
                                                            width="300"
height="300"onclick="currentSlide(1)" alt="more images">
</div>
<div class="column">
<img class="demo cursor" src="\img\URBANIZATION.jpg" width="300"
height="300" onclick="currentSlide(1)" alt="more images">
</div>
<div class="column">
                                                 (2).BMP" width="300"
<img class="demo cursor" src="\img\untitled
height="300" onclick="currentSlide(1)" alt="more images">
</div>
```

```
<div class="column">
<img class="demo cursor" src="\img\TRANSFER OF WEALTH AND
POWER
            TO
                   THE
                            WEST.jpg"
                                           width="300"
                                                           height="300"
onclick="currentSlide(1)" alt="more images">
</div>
<div class="column">
<img class="demo cursor" src="\img\The_Coal_Exchange_(tone).jpg"
width="300"
               height="300"
                              onclick="currentSlide(1)"
                                                         alt="more
images"></div>
<div class="column">
<img class="demo cursor" src="\img\TECHNOLOGICAL.jpg" width="300"
height="300" onclick="currentSlide(1)" alt="more images"></div>
<div class="column">
<img class="demo cursor" src="\img\StRolloxChemical.jpg" width="300"
height="300" onclick="currentSlide(1)" alt="more images">
</div>
<div class="column">
                                                           width="300"
<img class="demo cursor" src="\img\Spinning_jenny.jpg"
height="300" onclick="currentSlide(1)" alt="more images">
</div>
<div class="column">
<img class="demo cursor" src="\img\Spinning_jenny.jpg"
                                                           width="300"
height="300" onclick="currentSlide(1)" alt="more images">
</div>
<div class="column">
<img class="demo cursor" src="\img\SlaterMill.jpg" width="300" height="300"
onclick="currentSlide(1)" alt="more images">
</div>
<div class="column">
<img class="demo cursor" src="\img\RISE OF MATERIALISM AND
CONSUMERISM.jpg" width="300" height="300" onclick="currentSlide(1)"
alt="more images">
</div>
<div class="column">
<img class="demo cursor" src="\img\POLLUTION AND DESTRUCTION
OF
          ENVIRONMENT.jpg"
                                       width="300"
                                                           height="300"
onclick="currentSlide(1)" >
```

```
</div>
<div class="column">
<img class="demo cursor"
                             src="\img\OPPORTUNITY.jpg" width="300"
height="300" onclick="currentSlide(1)" >
</div>
<div class="column">
<img class="demo cursor"
                                                              width="300"
src="\img\Opening_Liverpool_and_Manchester_Railway.jpg"
height="300" onclick="currentSlide(1)">
</div>
<div class="column">
<img class="demo cursor"
src="\img\Newcomens Dampfmaschine aus Meyers 1890.PNG" width="300"
height="300" onclick="currentSlide(1)">
</div>
<div class="column">
                                                              width="300"
<img
       class="demo
                      cursor"
                                src="\img\images
                                                    (7).jpg"
height="300" onclick="currentSlide(1)" alt="Nature and sunrise">
</div>
<div class="column">
         class="demo
                                      src="\img\fourth-
<img
                          cursor"
                                          width="300"
industrialrevolution_resize_md.jpg"
height="300" onclick="currentSlide(1)">
</div>
<div class="column">
        class="demo
                       cursor"
                                 src="\img\factories
<img
                                                       during
                                                                indesterial
revoluation.jpg" width="300" height="300" onclick="currentSlide(1)">
</div>
<div class="column">
<img class="demo cursor" src="\img\A rail rolling mill in Donetsk,
1887..jpg" width="300" height="300" onclick="currentSlide(1)">
</div>
<div class="column">
<img class="demo cursor" src="\img\Barrow_Steelworks.jpg" width="300"
height="300" onclick="currentSlide(1)">
</div>
```

```
<div class="column">
<ing class="demo cursor" src="img/12.jpg" width="300" height="300"
onclick="currentSlide(1)">
</div>
<div class="column">
<img class="demo cursor" src="img/indurtial.jpg" width="300" height="300"
onclick="currentSlide(2)">
</div>
<div class="column">
<img class="demo cursor" src="img/images (7).jpg" width="300" height="300"
onclick="currentSlide(3)" >
</div>
<div class="column">
<img class="demo cursor" src="img/roof.jpg" width="300" height="300"
onclick="currentSlide(4)">
</div>
<div class="column">
<img class="demo cursor"
                               src="img/last
                                              industri.jpg" width="300"
height="300"onclick="currentSlide(4)" >
</div>
<div class="column">
<img class="demo cursor"
                              src="img/new invention.jpg" width="300"
height="300" onclick="currentSlide(4)">
</div>
<div class="column">
<img class="demo cursor" src="img/roof.jpg" width="300" height="300"
onclick="currentSlide(4)">
</div>
</div>
</div>
</div>
<script>
              function
openModal() {
 document.getElementById("myModal").style.display = "block";
}
```

```
54
```

```
function closeModal() {
 document.getElementById("myModal").style.display = "none";
}
var slideIndex = 1;
showSlides(slideIndex);
function plusSlides(n) {
showSlides(slideIndex += n);
}
function
                    currentSlide(n)
                                               {
showSlides(slideIndex = n);
ł
function showSlides(n) {
 var i;
 var slides = document.getElementsByClassName("mySlides");
var dots = document.getElementsByClassName("demo"); var
captionText = document.getElementById("caption"); if (n > n)
slides.length) {slideIndex = 1} if (n < 1) {slideIndex =
slides.length \{i = 0; i \le \text{slides.length}; i++\}
slides[i].style.display = "none";
 }
 for (i = 0; i < dots.length; i++)
   dots[i].className = dots[i].className.replace(" active", "");
 }
 slides[slideIndex-1].style.display = "block"; dots[slideIndex-
1].className += " active"; captionText.innerHTML =
dots[slideIndex-1].alt; }
</script>
</body>
</html>
COUNTRY LIST
<!DOCTYPE html>
<html>
<head>
</head>
<body bgcolor="#FFFAFO" >
<div class="hero"
```

```
<H1 style="font-size: 100;"><center><b><font size="7">COUNTRY
CURRENCY</b></center></H1>
</div>
</div class="header h1">
</div>
</div<center><font size="5">
<a href="HOME.html"><b>HOME</b></a>

</a href="IMAGES.html"><b>IMAGES</b></a>

</a href="IMAGES.html"><b>IMAGES</b></a>

</a href="COUNTRY LIST.html"><b>COUNTRY LIST</b></a>

</a href="convert.html"><b>EXCHANGE RATE</b></a>

</a>

</u>
```

<h2>How many countries are there in the world?</h2>

 <font size="4">The term country refers to a political state or nation or its territory. It is often referred to as the land of an individual's birth, residence, or citizenship.A country is a region that is identified as a distinct entity in political geography. A country may be an independent sovereign state or part of a larger state, as a non-sovereign or formerly sovereign political division, or a geographic region associated with sets of previously independent or differently associated people with distinct political characteristics.

Depending on the question what is a country, there are several answers. Is a country a country when it is recognized by the United Nation then the answer is 192. But if you count all independent pieces of territory the you have to include Vatican City, Kosovo and Chinese Taipei (Taiwan ) as well.

Sport we add all the pieces of land under jurisdiction by other countries, like Aruba, Christmas Island, Isle of Man, Hong Kong and many others and we include regions like Antarctica and Palestine then we could argue that there are 247 different countries.

There is even more. The United States Minor Outlying Islands are counted for only one country but in fact it is a collection of 8 islands and atolls like Midway island. And even than there are some uninhabited islands and atolls like Bassas da India.

World Country has information on population, language, religion, Olympic achievements, Google Maps and many other stuff on the 247 countries of the World.

Vhat money do you use depends on where are you living or planning to travel. Totally, there are 164 official national currencies circulating around the world. Although the number of the independent countries is 197 plus about five dozen of dependent territories. The matter is, that some of them don't have their own money and officially use the foreign currency.

Thus the European euro is used in 35 independent states and overseas territories, the United States dollar is used in 10 foreign countries and in the USA, the West African CFA franc - in 8 and the Central African CFA franc - in 6 African states, the East Caribbean dollar - in 6 Caribbean nations.

The world's most-traded currency is the US dollar with about 47% share of global payments and 87% of the forex market's daily turnover. On the second place is the Euro, having about 33% of the daily forex transactions and 28% share of the international bank payments.

All countries and territories of the world with their currency and ISO codes are given below:</font>

</div>
</font>
</div>
</font>
</div>
</center>

COUNTRY OR TERRITORY

```
Afghanistan
```

 Albania East Europe Albanian lek

```
USD / ALL
<img src="\img\al.gif" height="75%" width="75%">
ALL
Algeria
Africa 
Algerian dinar
USD / DZD
<img src="\img\dz.gif" height="75%" width="75%">
DZD
American Samoa
Pacific
US dollar
USD / USD
<img src="\img\as.gif" height="75%" width="75%">
USD
Andorra
Occidental Europe
Euro
USD / EUR
<img src="\img\ad.gif" height="75%" width="75%">
EUR
Bahrain
Middle East
Bahraini dinar
USD / BHD
<img src="\img\bh.gif" height="75%" width="75%">
BHD
Banglades
```

Asia Bangladeshi taka USD / BDT <img src="\img\bd.gif" height="75%" width="75%"> BDT Barbados Caraibes Barbados dollar USD / BBD <img src="\img\bb.gif" height="75%" width="75%"> BBD Belgium Occidental Europe Euro USD / EUR <img src="\img\be.gif" height="75%" width="75%"> EUR Bhutan Asia Bhutanese ngultrum USD / BTN <img src="\img\bt.gif" height="75%" width="75%"> BTN Brazil South and Central America Brazilian real USD / BRL <img src="\img\br.gif" height="75%" width="75%"> BRL

China China Asia Chinese yuan renminbi (RMB) Chinese yuan renminbi (RMB)

Christmas Island

CubaCubaCaraibes Cuban convertible Peso </

Democratic Republic of Congo (Kinshasa-Zaire) Africa Congolese franc Congolese franc USD / CDF USD / CDF CDF

 Denmark Occidental Europe Danish krone Danish krone USD / DKK USD / DKK Simg src="\img\dk.gif" height="75%" width="75%"> DKK

```
EgyptEgyptMiddle East Egyptian pound Egyptian pound USD / EGP EGP
```

```
<img src="\img\eg.gif" height="75%" width="75%">
```

```
Estonia
Estonia
East Europe 
Euro 
EUR Euro 
EUR Euro 
USD / EUR 
EUR 
EUR 
EUR
```

France France Occidental Europe EUR Euro EUR Euro EUR Euro Std>EUR Euro Std>Euro Std > Std

Finland Finland Occidental Europe EUR Euro EUR Euro EUR Euro Susset = "\img\fi.gif" height="75%" width="75%" > Susset = "\img\fi.gif" height="75%" width="75%" > Susset = "\img\fi.gif" height="75%" width="75%" >

French PolynesiaFrench PolynesiaPacific YPF French pacific franc YPF French pacific franc USD / XPF USD / XPF

PF

Great Britain - UKGreat Britain - UKCccidental Europe GBP Pound sterling GBP Pound sterling USD / GBP Std> USD / GBP USD / GBP USD / UK UK

HondurasHondurasSouth and Central America South and Central America HNL Honduran lempira HNL Honduran lempira USD / HNL South and Central America South and Central America HN HN HN

 Hong Kong

```
Asia 
HKD Hong Kong dollar 
HKD Hong Kong dollar 
USD / HKD 
USD / HKD 
HK = "75%" width="75%" > 
HK
```

```
Hungary
East Europe 
East Europe 
HUF Hungarian forint 
USD / HUF 
USD / HUF 
USD / HUF
```

```
India
India
Asia 
INR Indian rupee 
INR Indian rupee </td
```

```
Ireland
Ireland
Occidental Europe 
EUR Euro 
EUR Euro 
USD / EUR 
USD / EUR 
IE
```

 Kiribati Asia KID Kiribati dollar KID Kiribati dollar USD / KID Simg src="\img\ki.gif" height="75%" width="75%"> KI

### 

Kuwait Kuwait Middle East KWD Kuwaiti dinar KWD Kuwaiti dinar USD / KWD KWD KWD Kuwaiti dinar KWD Kuwaiti dinar KWD Kuwaiti dinar

#### 

### 

Liberia Liberia Africa LRD Liberian dollar LRD Liberian dollar USD / LRD LRD

## 

Libya Libya Africa LYD Libyan dinar LYD Libyan dinar

Macau Macau Asia MOP Macanese pataca MOP Macanese pataca USD / MOP USD / MOP MOP

Qatar Qatar Middle East QAR Qatari riyal QAR Qatari riyal USD / QAR USD / QAR

Romania Romania East Europe East Europe RON Romanian new Leu RON Romanian new Leu Leu Some constant for the set of t

SG Swaziland Africa SZL Swazi lilangeni USD / SZL <img src="\img\sz.gif" height="75%" width="75%"> SZ Turkey East Europe TRY Turkish lira USD / TRY <img src="\img\tr.gif" height="75%" width="75%"> TR United States North America USD US dollar USD / USD <img src="\img\us.gif" height="75%" width="75%"> US US Virgin Islands Caraibes USD US dollar USD / USD <img src="\img\vi.gif" height="75%" width="75%"> VI Vatican City State Occidental Europe EUR Euro

```
MAD Moroccan dirham 
USD / MAD 
USD / MAD 
<img src="\img\eh.gif" height="75%" width="75%">
EH
```

```
Yugoslavia
```

East Europe YUN Yugoslav dinar YUN YUN USD / YUN Std>USD / YUN Std>YU

```
Zimbabwe
Africa 
ZWL Zimbabwe dollar 
USD / ZWL 
<img src="\img\zw.gif" height="75%" width="75%">
ZW 
</center>
</div>
</body>
</html>
<style>
table, th, td {
 border: 1px solid black;
}
div {
 width:90%;
 margin:auto;
 text-align: justify;
 text-justify:inter-word;
 font-size: 15px;
}
.hero
{ padding: 25px;
  text-align: center;
```

```
background-color: #f14a60;;
  color: black;
  font-size: 25px;
  padding-left: 150px;
  padding-right: 150px;
}
.header h1{
 position: relative;
 top: 100px;
 left: 10px;
}
ul{
 flex: 50;
 text-align: right;
}
ul li{
 display: inline-block;
 list-style: none;
 margin: 30px;
}
ul li a{
 text-decoration: none;
 color: #000;
 padding: 0 10px;
 position: relative;
}
ul li a::after{
 content:";
 width: 0%;
 height: 10px;
 background:#f14a60;
 position: absolute;
 left: 50%;
 transform: translateX(-50%);
 top: -90%;
 transition: 0.1s;
}
ul li a:hover::after{
 width: 100%
}
.banner{
 display: flex;
 margin-top: 150px;
```

```
}
.right-column h1{
  font-size: 50px;
  margin-left: 10px;
  font-style: normal;
}
</style>
```

#### **CURRENCY EXCHANGE RATE**

<!DOCTYPE html> <html> <body bgcolor="eee6ff"> <style> .hero { padding: 1px; text-align: center; background-color: #f14a60;; color: black; font-size: 25px; padding-left: 150px; padding-right: 150px; }.hero{ width:80%; margin:auto; } .header h1{ position: relative; top: 100px; left: 100px; } ul{ flex: 50; text-align: right; } ul li{

```
display: inline-block;
 list-style: none;
 margin: 30px;
}
ul li a{
 text-decoration: none;
 color: #000;
 padding: 0 10px;
 position: relative;
}
ul li a::after{
 content:";
 width: 0%;
 height: 10px;
 background:#f14a60;
 position: absolute;
 left: 50%;
 transform: translateX(-50%);
 top: -90%;
 transition: 0.1s;
}
ul li a:hover::after{
 width: 100%
}
.banner{
 display: flex;
 margin-top: 150px;
}
.right-column h1{
 font-size: 50px;
 margin-left: 10px;
 font-style: normal;
}
h2 {
 text-decoration: underline;
}
```

```
div {
 width:90%;
 margin:auto;
 text-align: justify;
 text-justify:inter-word;
 font-size: 15px;
}
p.a {
 font: 20px Arial, sans-serif;
}
table, th, td {
 border: 1px solid black;
}
img {
 background-color: lightgrey;
 width: 80px;
 border: 10px solid green;
 padding: 50px;
 margin: 20px;
 margin-top: 20px;
}
```

```
J
```

```
b.o {
  border: 2px solid black;
  outline: #4CAF50 solid 10px;
  margin: auto;
  padding: 20px;
  text-align: center;
}
</style>
```

```
<div class="hero">
```

```
<H1 style="font-size: 100;"><center><b><font size="7">CURRENCY
EXCHANGE RATE</b></center></H1>
</div>
<div class="header h1">
<center><font size="5">
    <a href="HOME.html"><b>HOME</b></a>
    <a href="IMAGES.html"><b>IMAGES</b></a>
    <a href="COUNTRY LIST.html"><b>COUNTRY</a>
LIST</b></a>
    <a href="convert.html"><b>EXCHANGE RATE</b></a>
    <a href="CONTACT US.php"><b>CONTACT US.php"><b>CONTACT
US</b></a></center>
</div>
<div>
<h1><b><em>Currency Exchange
```

```
rate</em></b></h1>
```

<font size="4">Currency exchange rate is the rate at which a nation's currency is exchanged for another, that is, the price of a currency in terms of another. It is also known as currency quotation,forex rate, or the foreign exchange rate.

Exchange rates is an amount of the domestic currency you will have to pay to obtain a unit of a foreign currency.

```
<img src="\img\USD.jpg" alt="h1" style="width:20%;" align="right";
border=1px; padding:50px;border-color=eee6ff;>
```

In finance, an exchange rate is the rate at which one currency will be exchanged for another. It is also regarded as the value of one country's currency in relation to another currency.For example, an interbank exchange rate of 114 Japanese yen to the United States dollar means that \$114 will be exchanged for each US\$1 or that US\$1 will be exchanged for each \$114. In this case it is said that the price of a dollar in relation to yen is \$114, or equivalently that the price of a yen in relation to dollars is \$1/114. The government has the authority to change exchange rate when needed.

Exchange rates are determined in the foreign exchange market, which is open to a wide range of different types of buyers and sellers, and where currency trading is continuous: 24 hours a day except weekends, i.e. trading from 20:15 GMT on Sunday until 22:00 GMT Friday. The spot exchange rate refers to the current exchange rate. The forward exchange rate refers to an exchange rate that is quoted and traded today but for delivery and payment on a specific future date.

In the retail currency exchange market, different buying and selling rates will be quoted by money dealers. Most trades are to or from the local currency. The buying rate is the rate at which money dealers will buy foreign currency, and the selling rate is the rate at which they will sell that currency. The quoted rates will incorporate an allowance for a dealer's margin (or profit) in trading, or else the margin may be recovered in the form of a commission or in some other way. Different rates may also be quoted for cash, a documentary form or electronically. The higher rate on documentary transactions has been justified as compensating for the additional time and cost of clearing the document. On the other hand, cash is available for resale immediately, but brings security, storage, and transportation costs, and the cost of tying up capital in a stock of banknotes (bills).

<h1><b>Exchange rate classification</b></h1>

<b>From the perspective of bank foreign exchange trading</b>

♣ Buying rate: Also known as the purchase price, it is the price used by the foreign exchange bank to buy foreign currency from the customer.In general, the exchange rate where the foreign currency is converted to a smaller number of domestic currencies is the buying rate, which indicates how much the country's currency is required to buy a certain amount of foreign exchange.

♣ Selling rate: Also known as the foreign exchange selling price, it refers to the exchange rate used by the bank to sell foreign exchange to customers. It indicates how much the country's currency njeeds to be recovered if the bank sells a certain amount of foreign exchange.

♣ Middle rate: The average of the bid price and the ask price. Commonly used in newspapers, magazines or economic analysis.

<b>According to the length of delivery after foreign exchange transactions</b>

♣ Spot exchange rate: Refers to the exchange rate of spot foreign exchange transactions. That is, after the foreign exchange transaction is completed, the exchange rate in Delivery within two working days. The exchange rate that is generally listed on the foreign exchange market is generally referred to as the spot exchange rate unless it specifically indicates the forward exchange rate.

&#9827; Forward exchange rate: To be delivered in a certain period of time in the future, but beforehand, the buyer and the seller will enter into a contract to reach an agreement. When the delivery date is reached, both parties to the agreement will deliver the transaction at the exchange rate and amount of the reservation. Forward foreign exchange trading is an appointment-based transaction, which is due to the different time the foreign exchange purchaser needs for foreign exchange funds and the introduction of foreign exchange risk. The forward exchange rate is based on the spot exchange rate, which is represented by the "premium", "discount", and "parity" of the spot exchange rate.

<b>According to the method of setting the exchange rate</b>

♣ Basic rate: Usually choose a key convertible currency that is the most commonly used in international economic transactions and accounts for the largest proportion of foreign exchange reserves. Compare it with the currency of the country and set the exchange rate. This exchange rate is the basic exchange rate. The key currency generally refers to a world currency, which is widely used for pricing, settlement, reserve currency, freely convertible, and internationally accepted currency.

♣ Cross rate: After the basic exchange rate is worked out, the exchange rate of the local currency against other foreign currencies can be

calculated through the basic exchange rate. The resulting exchange rate is the cross exchange rate.

<h1><b>Factors affecting the change of exchange rate</b></h1>

1.Balance of payments: When a country has a large international balance of payments deficit or trade deficit, it means that its foreign exchange earnings are less than foreign exchange expenditures and its demand for foreign exchange exceeds its supply, so its foreign exchange rate rises, and its currency depreciates.

2.Interest rate level: Interest rates are the cost and profit of borrowing capital. When a country raises its interest rate or its domestic interest rate is higher than the foreign interest rate, it will cause capital inflow, thereby increasing the demand for domestic currency, allowing the currency to appreciate and the foreign exchange depreciate.

3.Inflation factor: The inflation rate of a country rises, the purchasing power of money declines, the paper currency depreciates internally, and then the foreign currency appreciates. If both countries have inflation, the currencies of countries with high inflation will depreciate against those with low inflation. The latter is a relative revaluation of the former.

4.Fiscal and monetary policy: Although the influence of monetary policy on the exchange rate changes of a country's government is indirect, it is also very important. In general, the huge fiscal revenue and expenditure deficit caused by expansionary fiscal and monetary policies and inflation will devalue the domestic currency. The tightening fiscal and monetary policies will reduce fiscal expenditures, stabilize the currency, and increase the value of the domestic currency.

5.Venture capital: If speculators expect a certain currency to appreciate, they will buy a large amount of that currency, which will cause the exchange rate of that currency to rise. Conversely, if speculators expect a certain currency to depreciate, they will sell off a large amount of the currency, resulting in speculation. The currency exchange rate immediately fall. Speculation is an important factor in the short-term fluctuations in the exchange rate of the foreign exchange market.

6.Government market intervention: When exchange rate fluctuations in the foreign exchange market adversely affect a country's economy, trade, or the government needs to achieve certain policy goals through exchange rate adjustments, monetary authorities can participate in currency trading, buying or selling local or foreign currencies in large quantities in the market. The foreign exchange supply and demand has caused the exchange rate to change.

7.Economic strength of a country: In general, high economic growth rates are not conducive to the local currency's performance in the foreign exchange market in the short term, but in the long run, they strongly support the strong momentum of the local currency.

<h1>Fluctuations in exchange rates<b></b></h1>

<font size="4">A market-based exchange rate will change whenever the values of either of the two component currencies change. A currency becomes more valuable whenever demand for it is greater than the available supply. It will become less valuable whenever demand is less than available supply (this does not mean people no longer want money, it just means they prefer holding their wealth in some other form, possibly another currency).

Increased demand for a currency can be due to either an increased transaction demand for money or an increased speculative demand for money. The transaction demand is highly correlated to a country's level of business activity, gross domestic product (GDP), and employment levels. The more people that are unemployed, the less the public as a whole will spend on goods and services. Central banks typically have little difficulty adjusting the available money supply to accommodate changes in the demand for money due to business transactions.

Speculative demand is much harder for central banks to accommodate, which they influence by adjusting interest rates. A speculator may buy a currency if the return (that is the interest rate) is high enough. In general, the higher a country's interest rates, the greater will be the demand for that currency. It has been argued[by whom?] that such speculation can undermine real economic growth, in particular since large currency speculators may deliberately create downward pressure on a currency by shorting in order to force that central bank to buy their own currency to keep it stable. (When that happens, the speculator can buy the currency back after it depreciates, close out their position, and thereby make a profit.)[citation needed]

For carrier companies shipping goods from one nation to another, exchange rates can often impact them severely. Therefore, most carriers have a CAF charge to account for these fluctuations.

<h1><b>TYPES OF EXCHANGE RATES</b></h1>

### <b>FIXED EXCHANGE RATE</b>

A fixed exchange rate, also known as the pegged exchange rate, is "pegged" or linked to another currency or asset (often gold) to derive its value. Such an exchange rate mechanism ensures the stability of the exchange rates by linking it to a stable currency itself. Also, a fixed currency system is relatively well protected against the rapid fluctuations in inflation. Some countries following a fixed rate system include Denmark, Hong Kong, Bahamas & Saudi Arabia.

Advantage: A country with a fixed exchange rate system is attractive to foreign investors who are lured to invest in that country due to the stability it offers.

Disadvantage: The government of a country following such a system has to maintain a huge amount of foreign exchange or gold reserves to maintain its value. This system thus proves to be an expensive one.

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Flexible or Floating exchange rate systems are ones whereby the rate of a currency is determined by the market forces of demand and supply. Unlike the fixed exchange rate they do not derive their value from any underlying. Some economists argue that a floating system is more preferable since it absorbs the shocks of a global crisis and automatically adjusts to arrive at an equilibrium.

The central bank of the country may interfere in economically extreme situations such as the recession or boom to stabilize the currency. They may buy or sell an amount of the currency to prevent the rates from going haywire. This phenomenon is known as the managed float.

Advantage: The rates under this system are determined by a self-sufficient mechanism. Therefore, the dependence on government or international monetary organizations is minimum. Also, the determination of rate by the market forces of demand and supply promote efficiency and robustness of operations.

Disadvantage: Floating rate systems are prone to greater volatility since they are determined by the market forces. The increased volatility increases the risk quotient in such markets consequently making it a relatively expensive place for the foreign investors.

#### <br><br><br><br>><br>><br>FORWARD RATE</b>

A forward rate is a one that is determined as per the terms of a forward contract. It stipulates the purchase or sale of a foreign currency at a predetermined rate at some date in the future. A forward contract is generally entered into by exporters and importers who are exposed to Forex fluctuations. The forward rate is quoted at a premium or discount to the spot price.

Advantage: A forward contract freezes the rate of exchange for both the parties and thus eliminates the element of uncertainty. Therefore, it provides a complete hedge against all unruly movements in the market. Disadvantage: A forward contract is not backed by any exchange. Therefore the possibility of default is quite high. Also freezing the rates may prove to be a loss-making decision in some situations. For example, a long forward in a bearish market or a short forward in a bullish market are instances of the forward backfiring.

#### <br><br><br><br>><br>SPOT RATE</b>

The spot rate is the current exchange rate for any currency. It is the rate at which your currency shall be converted if you decided to execute a foreign transaction "right now". They represent the day-to-day exchange rate and vary by a few basis points every day.

Advantage: Trading at a spot rate does not require deep mathematical or statistical analysis. It is what it is. It is a straightforward rate without any ambiguity.

Disadvantage: Spot rates can be a misleading indicator in times of economic crisis, unreasonable demand or supply patterns or temporary transitional phases in an economy.

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In this type of system, the currency rate is maintained separately by two values-one rates applicable for the foreign transactions and another for the domestic transactions. Such systems are normally adopted by countries who are transitioning from one system to another. This ensures a smooth changeover without causing much disruption to the economy.

Advantage: Countries enforcing a dual exchange rate can enforce separate rates for capital and current account transactions. Therefore a significant amount of control is with the government whereby it can influence revenues from capital or current sources depending upon the need of the hour. It also becomes easier to regulate international trade and at the same time protect the domestic markets. Disadvantage: A dual exchange rate system may cause mis-fixing of the exchange rate and consequent misallocation of resources in various industries. Because of these several economic anomalies such as black markets, arbitrage opportunities and inflation may emerge.

#### </html>

### **CONTACT US**

<!DOCTYPE html> <html> <head> <meta name="viewport" content="width=device-width, initial-scale=1"> <style> body {font-family: Arial, Helvetica, sans-serif;} \* {box-sizing: border-box;} input[type=text], select, textarea { min-width: 500px; padding: 12px; border: 1px solid #ccc; border-radius: 4px; box-sizing: border-box; margin-top: 6px; margin-bottom: 16px; margin-left:50px; margin-right:50px; resize: vertical; } input[type=submit] { background-color: #4CAF50; color: white; padding: 12px 20px; border: none;

```
border-radius: 4px;
 cursor: pointer;
 margin-left: 50px;
}
input[type=submit]:hover {
 background-color: #45a049;
}
.container {
 border-radius: 45px;
 background-color:#9F9C99;
 padding: 25px;
 max-width:650px;
 margin: auto;
 }
.hero{
 width:100%;
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 text-align: center;
 background-color: #f14a60;
 color: black;
 font-size: 15px;
 padding-left: 250px;
 padding-right: 250px;
}
.header h1{
 position: relative;
 top: 100px;
 left: 10px;
```

```
}
ul{
 flex: 50;
 text-align: right;
}
ul li{
 display: inline-block;
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}
ul li a{
 text-decoration: none;
 color: #000;
 padding: 0 10px;
 position: relative;
}
ul li a::after{
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 height: 10px;
 background:#f14a60;
 position: absolute;
 left: 50%;
 transform: translateX(-50%);
 top: -90%;
 transition: 0.1s;
}
ul li a:hover::after{
 width: 100%
```

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}
.banner{
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 margin-top: 150px;
}
.right-column h1{
 font-size: 50px;
 margin-left: 10px;
 font-style: normal;
}
.container{
font-family: Times New Roman;
font-size: 20px;
}
</style>
</head>
<body>
<!--->
<?php
```

```
// if ($_POST['submit']==TRUE) {
// include("connection.php");
// }
```

?>

```
<div class="hero">
<h2><center><b><font face="Times
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size="7">COUNTRY CURRENCY</h2></center></b></font>
</div>
<div class="header h1">
<center><font size="5">
     <a href="HOME.html"><b>HOME</b></a>
    <a href="IMAGES.html"><b>IMAGES</b></a>
    <a
                 href="COUNTRY
                                      LIST.html"><b>COUNTRY
LIST</b></a>
     <a href="convert.html"><b>EXCHANGE RATE</b></a>
                  href="CONTACT
    <a
                                        US.php"><b>CONTACT
US</b></a></center>
</div>
<div class="container"><font size="4">
<form method="POST" action="connection.php">
```

```
<input type="text" id="fname" name="firstname" placeholder="Your name..">
```

<label for="fname"><b>FIRST NAME</b></label>

```
<label for="lname"><b>LAST NAME</b></label>
<input type="text" id="lname" name="lastname" placeholder="Your last
name..">
```

```
<label for="country"><b>COUNTRY</b></label>
<input type="text" id="Country" name="country" placeholder="country...">
```

```
<label for="subject"><b>Subject</b></label></label></label="subject" name="subject" placeholder="Write something.."</li>style="height:100px"></textarea>
```

```
<input type="submit" name="submit" color="red"/>
```

</form>

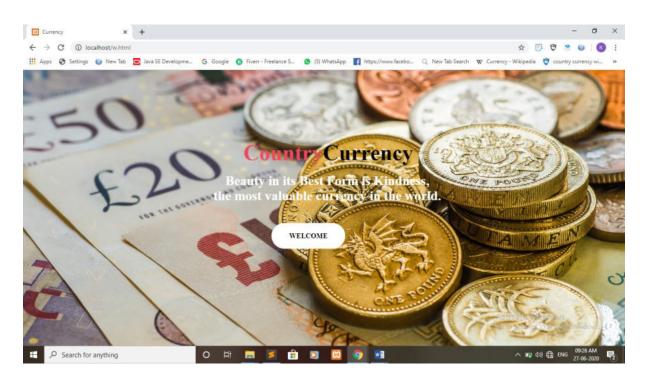
</div>

</body>

</html>

## **INPUT SCREEN & OUTPUT SCREEN**

### FRONT PAGE



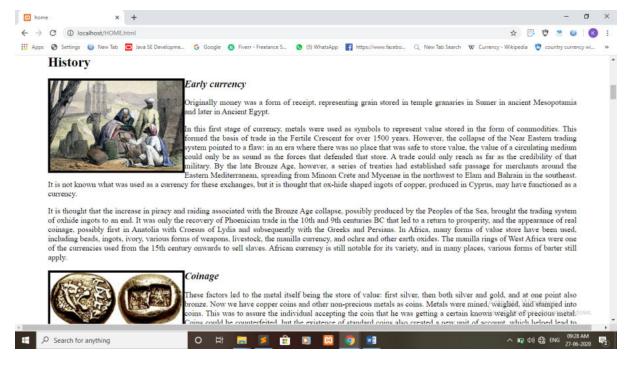
### **HOMEPAGE**\

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No.	A of specific circles (U) and	cific sense is mo culating banknote onetary units) in $S$ , euros ( $\epsilon$ ), Ja ious currencies an	ney in any form whose and coins. A more common use, espectapanese yen (Â¥), re recognized as stor	hen in use or circula e general definition ially for people in a and pounds sterling	tion as a media is that a curre nation. Under (£) are exar raded between	im of exe ncy is a this defin nples of nations in	chang system ition, current forei	e, esp m of U.S. ncies. gn ex	ecial mone dolla The chang

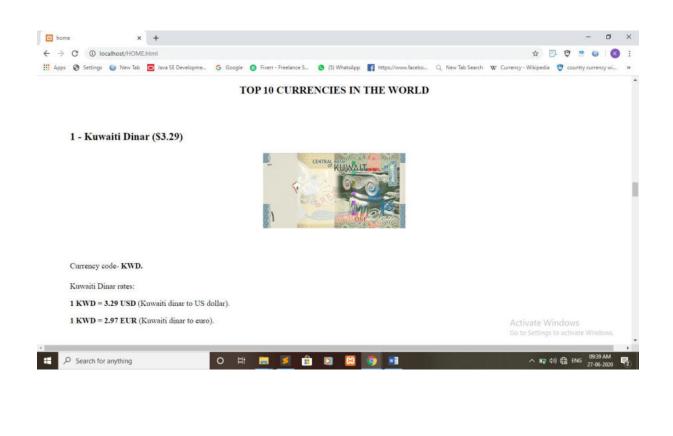
Other definitions of the term "currency" are discussed in their respective synonymous articles banknote, coin, and money. The latter definition, pertaining to the currency systems of nations, is the topic of this article. Currencies can be classified into two monetary systems: fiat money and commodity money, depending on what guarantees the currency's value (the economy at large

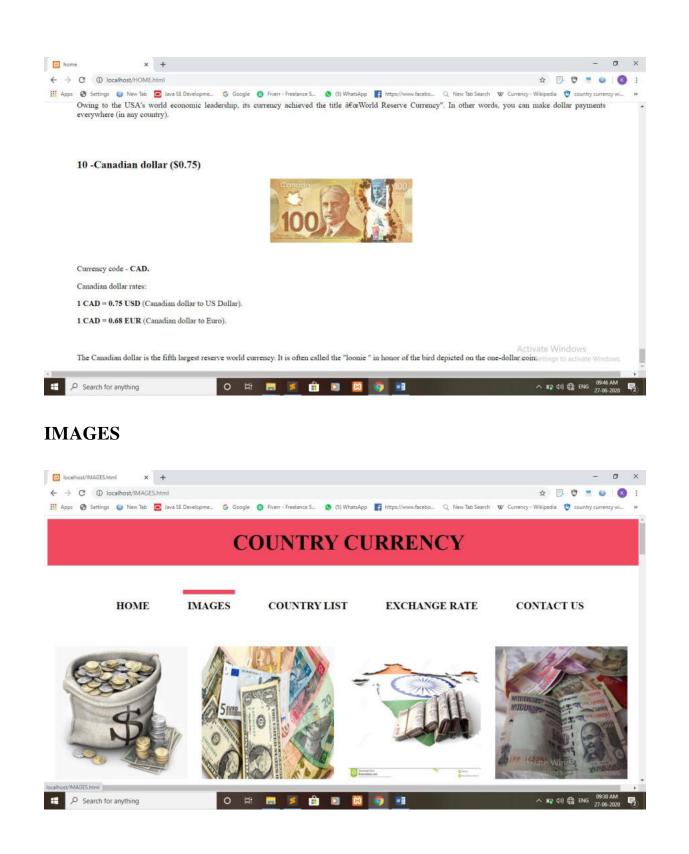
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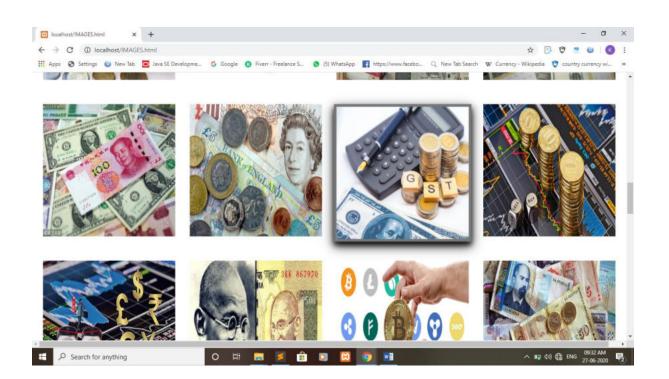
## HISTORY OF CURRENCY



## **CURRENT TOP 10 CURRENCIES OF THE WORLD**





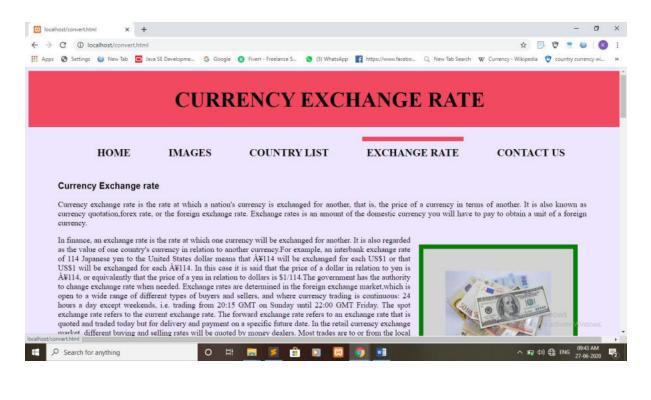


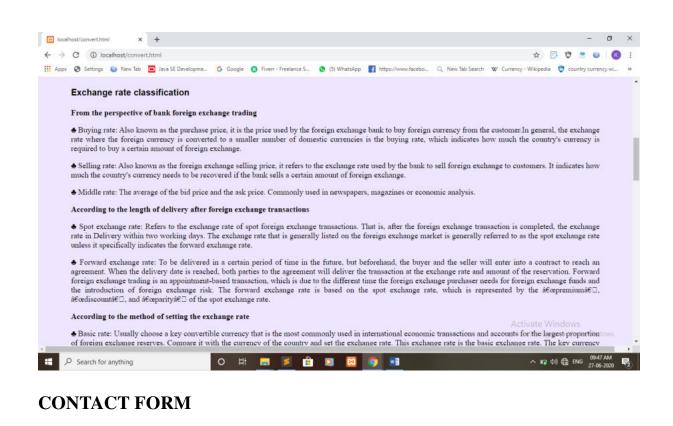
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Algeria	Africa	Algerian dinar	USD / DZD		DZD
American Samoa	Pacific	US dollar	USD / USD		USD
Andorra	Occidental Europe	Ешо	USD / EUR		EUR
Bahrain	Middle East	Bahraini dinar	USD / BHD	_	BHD
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## **CURRENCY EXCHANGE RATE**





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## **FUTURE SCOPE**

The project "COUNTRY CUERRENCY" has been done keeping in mind to provide information related to currencies through this website. Although significance fields have been covered in this website.

The basic future scope of this website is to provide overall information of any currency.

In future, this website will have two way communication between server and client.

There is need of some more information about countries and their currencies, in the future it will be fullfilled.

The make nature flexible of the website so, it can be expand in future as per requirement of the time.

In future this website provide the currency converter. Which will convert the amount from one currency to another.

This website guide the person who want to know more about the currencies. In the future we will improve the security of the website.

The future scope would be that it will give fluctuate currency exchange rate according to the updation in the rate of currencies.

## CONCLUSION

The conclusion of the project in this website we have contain the information of different currency of countries. We are provided their information of currency exchange rate and top ten currencies in the world. We also provided the country list with their code, flag and Area. All the information provided in this website is true according to our reference. This website is useful for all age group people. It is always available on net. It give collective information about currency, its history, list of country and their currency and currency exchange rate in one platform.

The conclusion of this project is that people can aware of various country currency in most effective way. Our website is based on informative we have provided information about the currency of specific country.

Some updation will be done in the future like system security, most updated currency exchange rate and more information about currency. With this here we conclude that this site will be a great site.

# **BIBLOGRAPHY**

For the completion of this project we have taken reference from book related to HTML and CSS. Which helps us for successful completion of this project.

## The books and links are as follows:

HTML Black Book

#### Links:

- ✤ <u>www.w3school.com</u>
- ✤ <u>www.google.com</u>
- ✤ <u>www.youtube.com</u>
- ✤ www.wikipedia.com