Project Report
Speed Typing Test using Python

Introduction:

The Speed Typing Test is a project that I developed using Python programming language, Pygame module, and Sys module. The aim of this project is to create a game that tests the typing speed of the user and provides feedback on their performance.

Methodology:

The Speed Typing Test is developed using Python programming language. The Pygame module is used to create the graphical user interface (GUI) of the game. The Sys module is used to exit the game when the user presses the exit button.

The game consists of a text box where the user has to type the displayed text as fast as possible. The user has to type the given sentence in the given frame. The game ends when the submitted.The game provides feedback on the user's performance by displaying the number of words typed, accuracy percentage, and typing speed in words per minute (WPM). The user can also choose to play again or exit the game.

Files: Main code: Typing test.ipynb   Reset image: Back in time.jpg
                    Background: View.jpg Sentences in: Source.txt

Results:

The Speed Typing Test project was successfully developed using Python programming language, Pygame module, and Sys module. The game provides an interactive and engaging way for users to test their typing speed. The feedback provided by the game helps users to improve their typing skills.

Conclusion:

In conclusion, the Speed Typing Test project is a useful tool for users who want to improve their typing speed. The project demonstrates the use of Python programming language, Pygame module, and Sys module to create a functional and interactive game. Further improvements can be made to the project by adding more features such as different difficulty levels, more text options, and multiplayer mode.