



**The Arab Academy for Science, Technology
and Maritime Transport “AASTMT”**

College of Computing and Information

1. Course Information

a. Course Title: Structure of Programming Languages

b. Course Code: CS445

c. Lecturer Name: Dr.Sherif Morsy

d. T.A Name: Eng. Ali Zeeneldin

2. Students Information

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12th Project – Typing speed test game

Introduction

Our project idea is a Typing Speed Test Game using python and to create a GUI.

It's a well-known game that is used to practice your typing speed and improve your overall typing speed and accuracy. It is mostly used by people who use the keyboard daily such as Software Developers.

Libraries Used

- Tkinter: Used to create the GUI of the application
- Random: Used to randomize a paragraph from a list of paragraphs to be typed.
- Ttkthemes: Used to define a theme style to the application works on tkinter.
- Threading: Used to run certain parts of the application on multiple threads to avoid clogging the GUI.
- Mysql-connector: Used to connection the application to a mysql database to insert the user's wpm score and fetch the high score.

Game Description

Usually, a typing game will require the player to quickly or precisely type in words - or individual letters, numbers, or other keys - that display on the screen to proceed in the game, functioning as both a challenge and a means to improve one's skill at touch typing, and at the end of every round usually statistics show up to tell the player how his performance was like what was his accuracy and how many words per minutes (wpm) he scored.

Application Demo

SPEED TYPING

One time way back in sixth grade math class I had to fart really bad. Me being the idiot that I am decided that it would be silent. Big surprise it wasn't. The only person talking was the teacher and she was interrupted by freaking cannon fire farts. She said she was disappointed I couldn't hold it in and proceeded to tell a story of how she taught a famous athlete who did nearly the same thing.I felt ashamed then everyone laughed and at the end I also laughed.

Elapsed Time 0 Remaining Time 60 WPM 0 Total Words 0 Wrong Words 0 Accuracy 0 Highscore: 120.0

StartResetExit

1234567890

QWERTYUIOP

ASDFGHJKL

ZXCVBNM

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Elapsed Time 32 Remaining Time 28 WPM 0 Total Words 0 Wrong Words 0 Accuracy 0 Highscore: 120.0

StartResetExit

1234567890

QWERTYUIOP

ASDFGHJKL

ZXCVBNM


















SPEED TYPING

The Computer is an automatic device that performs mathematical calculations and logical operations. They are being put to use in widely divergent fields such as book-keeping, spaceflight controls, passenger reservation service, language translation etc. There are two categories: analog and digital. The former represents numbers by some physical quantity such as length, angular relation or electric current whereas the latter represent numbers by separate devices for each digit.

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Elapsed Time 60 Remaining Time 0 WPM 12.0 Total Words 27 Wrong Words 15 Accuracy 44% Highscore



  					id		1	wpm Score
<input type="checkbox"/>		Edit		Copy		Delete	2	80.0
<input type="checkbox"/>		Edit		Copy		Delete	3	69.0
<input type="checkbox"/>		Edit		Copy		Delete	4	120.0
<input type="checkbox"/>		Edit		Copy		Delete	5	52.0

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Elapsed Time 0 Remaining Time 0 WPM 0 Total Words 0 Wrong Words 0 Accuracy 0 Highscore: 120.0

Start

Reset

Exit

