

# 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

## Names &IDs:

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#### 12<sup>th</sup> 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.

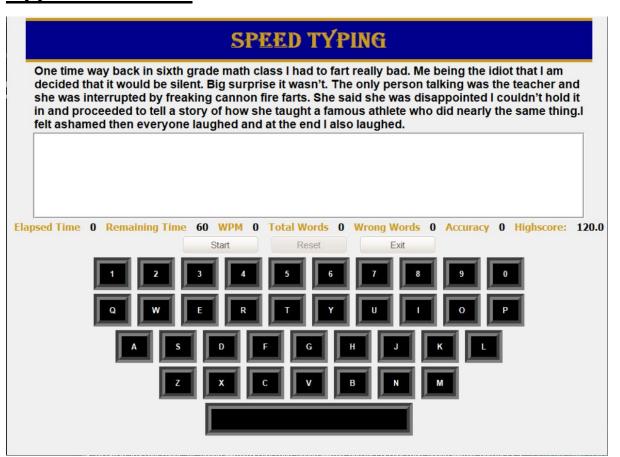
### **Libraries Used**

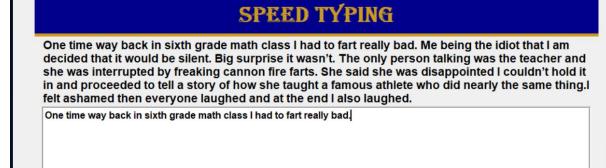
- Tkinter: Used to create the GUI of the application
- Random: Used to randomize a paragraph from a list of paragraphs to be typed.
- Ttkthemes: Used to define a theme style to the application works on tkinter.
- Threading: Used to run certain parts of the application on multiple threads to avoid clogging 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**





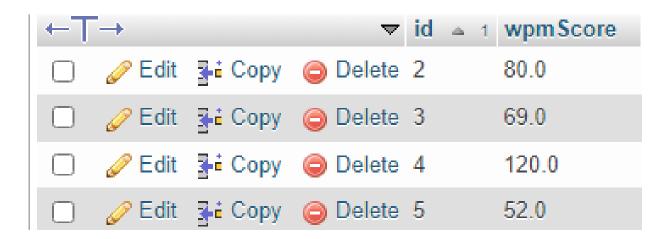


# SPEED TYPING

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, passanger 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 seperate devices for each digit.

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