***Project Topic***

**Typing Master**

**Abstract: -**

1. These days, typing can seem like it is not such an important skill as it once was. For example, we are becoming increasingly used to talking to our machines with the advances being made by Google Home, Alexa, Cortana, and Siri. But typing remains a fundamental skill, and it is still one of the most important computer skills you can learn. Learning to type fast and accurately will help you in many ways in life, and it should be considered an essential skill for anyone who sees themselves working with a computer in some capacity (which is most people!)

2. This project is aimed at improving the user’s typing speed as well as accuracy in an interesting way based on gamifying the entire learning and practice process.

3. This project involves the use of various concepts of Object Oriented Programming. In the project, we will be creating various classes and through that, we’ll show the concept of Inheritance, Polymorphism, Encapsulation and Data Abstraction which are the four necessary pillars of Object Oriented Programming.

4. There will be several modes in this app through which users can speed up their typing speed and master typing skills. There will be different challenges and modes of difficulty ranging from easy to hard.

5. This app is aimed at raising the interest of typing in students. As well as providing a means to improve the accuracy and typing ability of anyone and everyone who wishes to do so. This in turn would make a person more efficient in working with a computer system which leads to various further benefits as well.

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