

PROJECT TOPIC

INTERACTIVE TYPING TUTOR WITH INTERGRATED PROGRAMMING LESSONS

Date: 19-12-2024

Abstract

Despite training in programming and software development, many computer science engineering graduates often lack proficient typing skills and speed. This gap can be attributed to the focus on coding logic and software architecture rather than also including basic typing proficiency in their curriculum. As a result, even though they have advanced technical knowledge, their efficiency in writing code and documentation can be hindered by slow and inaccurate typing. This highlights the need for integrating typing skill development into computer science education to enhance overall productivity. This project aims to develop an interactive software application that combines typing practice with programming lessons, providing users with a dual advantage of improving typing speed and learning coding simultaneously. The software will cater to beginners and intermediate learners, helping them enhance their typing efficiency while gaining foundational programming knowledge. Users of the Interactive Typing Tutor with Integrated Programming Lessons will experience improvements in their typing speed and accuracy. Additionally, they will gain a basic understanding of some programming concepts, making it efficient for beginners. The software we plan to build will include the following functionalities which will be embedded together:

- **Typing practice modules**
- **Programming lessons**

In summary, this software aims to serve as a valuable resource for students, professionals, and anyone interested in enhancing their typing skills and learning about fundamental programming concepts.

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