# EXPERIMENT NO.14

TITLE : Typing Speed Game .

DESCRIPTION : The project aims at improving the typing speed of individual by telling the accuracy ,time and WPM.

PROGRAM FLOW :

- All the four modules that are pygame, system, time and random were imported. Next in class 'Game' we set the parameters for the output box and we assigned various colors and the size of labels, we loaded the welcome image, background image next calculated the speed the accuracy and WPM we also created a different function for random sentence generation then we made a reset button that would reset all of the functionalities of the game and would get a fresh game lastly we hit the game run loop that would finally lead to the execution of the program.
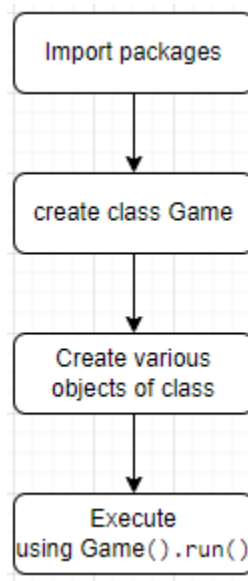
- Packages used
    a. Pygame - Assigning mouse functionalities
    b. System - Manipulate different parts of the Python runtime   environment
    c. Time - For calculation of evaluation parameters
    d. Random - For random sentence generation

PROGRAM : https://github.com/Snika987/Typing-speed-game-python

OUTPUT :
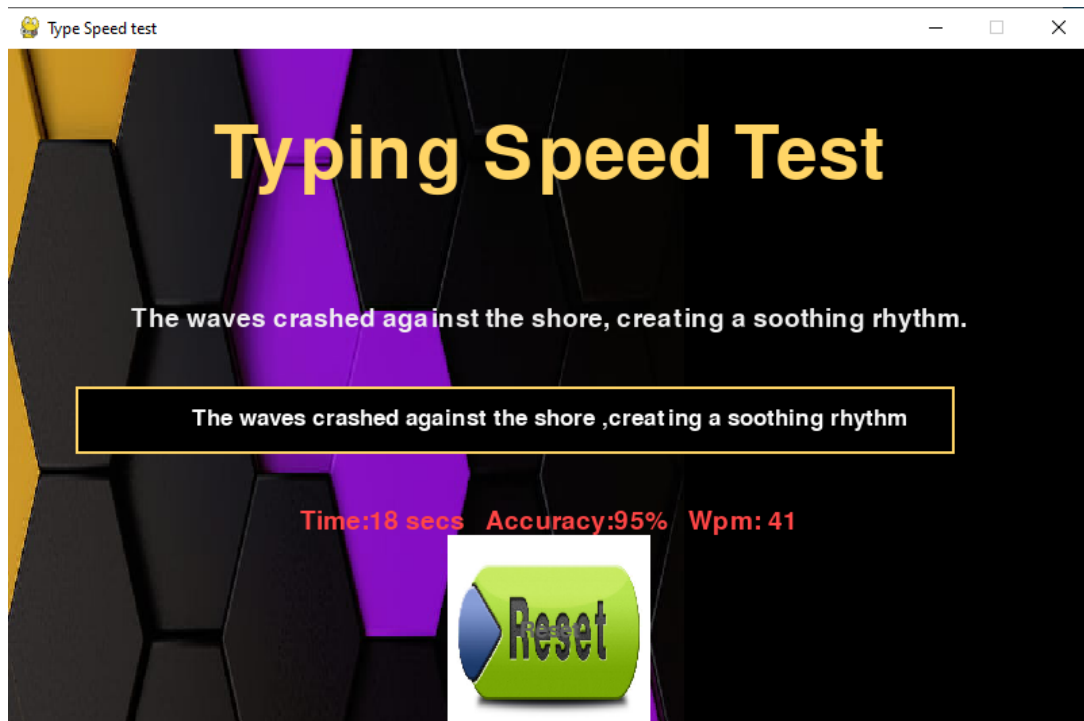
CONCLUSION :

- FINDINGS

  - ➢ Various GUI applications

  - ➢ Formula for calculator of wpm and accuracy

  - ➢ Use of random and time module

  - ➢ Pygame applications

- APPLICATIONS OF PROJECT

  - ➢ Introduce typing to the younger generation.

  - ➢ Analysis of typing speed on basis of Accuracy,Time and WPM

- FUTURE SCOPE

  - ➢ Inculcate functions where an individual can know his weak keys.

  - ➢ Introduce various levels like beginner , intermediate and advanced.