

CYTS.APP

```
from tkinter import *

from timeit import default_timer as timer

import random

from tkinter import messagebox

# creating window using gui

window = Tk()

# the size of the window is defined

window.geometry("2000x2000")

# creating a function for giving a knowledge about an app
def about():

    messagebox.showinfo("ABOUT","THIS IS AN APP USED FOR CALCULATING YOUR TYPING SPEED IN SECONDS BY PYTHON")

def ex():

    window.destroy()

# defining the function for the test

def game():
```

```
# defining function for results of test
```

```
def check_result():
```

```
    # here start time is when the window
```

```
    # is opened and end time is when
```

```
    # window is destroyed
```

```
end = timer()
```

```
    # we deduct the start time from end
```

```
    # time and calculate results using
```

```
    # timeit function
```

```
Label(window,text="you typed within a seconds of",font=("calibri",15)).pack()
```

```
Label(window,text=end-start,font=("calibri",15)).pack()
```

```
# Give random words for testing the speed of user
```

```
# start timer using timeit function
```

```
start = timer()
```

```
windows = Tk()
```

```
windows.geometry("2000x2000")
```

```
# use lable method of tkinter for labling in window
```

```
# place of labling in window
```

```
x3 = Label(windows, text="Start Typing", font="times 20")
```

```
x3.pack()
```

```
eg=StringVar()
```

```
entry = Entry(windows,text=eg)
```

```
entry.pack()
```

```
def qu():  
    windows.destroy()  
  
# buttons to submit output and check results  
  
b2 = Button(windows, text="Done",  
            command=check_result, width=12, bg='orange')  
  
b2.pack()  
  
b3 = Button(windows, text="Try Again",  
            command=game, width=12)  
  
b3.pack()  
  
Button(windows, text="EXIT", width=12, command=qu, bg="green").pack()  
  
windows.mainloop()
```

```
x1 = Label(window, text="Lets start playing..", font="times 20")
```

```
x1.pack()
```

```
b1 = Button(window, text="Go", command=game, width=12, bg='orange')
```

```
b1.pack()
```

```
Button(window,text="ABOUT",command=about,width=12).pack()
```

```
Button(window,text="EXIT",width=12,command=ex,bg="green").pack()
```

```
# calling window
```

```
window.mainloop()
```

IF IT'S NOT WORKING ON YOUR PC/LAP,MAKE SURE
FIRST YOU INSTALLED A PIP LIBRARIES *pytest-timeit
and * tkintertable....



**Software
Codes**