

# Algorithm and Programming

COMP6047001



# Final Project

By : Christopher Owen / 2502019180 / L1BC

# Project Report: LightningType

## I. Overview

### i. About

LightningType is a speed typing test application, which can measure the user's typing speed in the form of Words per Minute (WPM). The user is given 120 characters to type with the least amount of time.

### ii. Background and inspiration

The COVID-19 pandemic has hit us for almost 2 years and forces people to do most regular activities at home. With that, people start to find new hobbies that can accompany them while being at home. One of those hobbies in the technology world is building a custom mechanical keyboard. I have not had the chance to build one, but I already have watched so many related contents.

All custom mechanical keyboard builders will test their keyboard using an application or website called speed typing test. There are many websites which provide those features that also can train people to increase their typing speed. Therefore, I, as an enthusiast and also a computer science student, tried to make a speed typing test program using python.

## II. Specifications

### i. Objective

The user needs to type with the shortest amount of time according to the text given.

### ii. Content

Files: Text.txt, TypingTestOff.py (other files in folder are trial and error)

#### 1. Text.txt

15 lines string of words that will be randomized in order to vary the user's test.

```
1 since other this during play point good develop against thing plan move for own long but ask school begin much order out new little increase
2 long take tell we as these general turn only word all by another help one lead if think might program early since follow through another can
3 run most new very use only the ask begin these even first little program late too early out real she last part use must also there under all
4 last run small group year can same help write may would if might out word many late but while never long go must we such interest because as
5 nation much all both during order well these may word eye look right want we place just group off be those people line since end school line
6 of about at increase program open which any that become some back then hand would good only nation right call stand help plan things problem
7 right against such also play must she form that but what last man end because however both here any late never like those get another should
8 after off run know own find about high at then line how say head lead good program eye problem but know general hold point at feel about way
9 number word can they mean fact day call place we few course set write that govern turn open own turn other would right say to should come we
10 never public take a open possible through most show ask come you who end how find another with make out consider what which find and this of
11 public the when because back take form time begin word know work that but then right off even child consider of other large eye lead without
12 place develop go need must long under program great world for time play order make too at any need open into order high call want line right
13 can of each all make set but need for course part a or much form now man again these program those high move thing use look much even own up
14 find ask show late say too when up good in program stand little small also tell at with develop it govern go here do before tell like change
15 when will this become nation another give will also system state over hand show time so line still be work it other under any this back mean
```

## 2. TypingTestOff.py

All programs: modules, layouts, and functions.

```
1 import curses
2 from curses import wrapper
3 import time
4 import random
5
```

These are the modules used in the program.

- Curses module provides the curses library and enables the user to style and edit the terminal.
- Wrapper will initialize the curses module and restore the terminal back after the program is finished.
- Time module provides time-related functions.
- Random module provides randomize functions for certain program.

```

6
7 def start_screen(typetest):
8     typetest.clear()
9     typetest.border()
10    typetest.addstr(1, 25, "
11    typetest.addstr(2, 25, "\\      /\\"
12    typetest.addstr(3, 25, "  \\"
13    typetest.addstr(4, 25, "   \\"
14    typetest.addstr(5, 25, "    \\"
15    typetest.addstr(6, 25, "     \\"
16    typetest.addstr(8, 28, "
17    typetest.addstr(9, 28, "|      0
18    typetest.addstr(10, 28, "|
19    typetest.addstr(11, 28, "|
20    typetest.addstr(12, 28, "|
21    typetest.addstr(13, 28, "|
22    typetest.addstr(15, 50, "Speed Typing Test will be measured with Words Per Minute (WPM)")
23    typetest.addstr(17, 69, "Press ENTER to begin!")
24    typetest.refresh()
25    while True:
26        c = typetest.getch()
27        if c == ord('\n'):
28            break
29

```

start\_screen function initializes the beginning screen when the program is run.

- Line 8 : `clear()` will clear the terminal.
- Line 9 : `border()` will print/display border to the terminal.
- Line 10 – 23 : `addstr()` will print the given string with certain coordinates (row, column)
- Line 24 : `refresh()` will refresh the terminal.
- Line 25 – 28 : The while loop contains if the user press enter, then the program will get out of the while loop and proceed. Otherwise, it will not.

```

30
31 def type_result_screen(typetest, target, current, wpm=0, time=0):
32     typetest.border()
33     typetest.addstr(1, 28, " _____", curses.
34         A_BOLD)
35     typetest.addstr(2, 28, "|   o |   |   |   | \\ | o \\ |   |   |   |", curses.
36         A_BOLD)
37     typetest.addstr(3, 28, "|   | | _ | _ |   | \\ | | | \\ | | _ |   |   |",
38         curses.A_BOLD)
39     typetest.addstr(4, 28, "|   | | | | |   | \\ | | | | |   |   | \\ / | _ |",
40         curses.A_BOLD)
41     typetest.addstr(5, 28, "|   | | | | |   | \\ | | | | |   |   | | | |",
42         curses.A_BOLD)
43     typetest.addstr(6, 28, "| _ _ | | _ | |   | \\ | | | \\ | _ _ | |   | | _ |",
44         curses.A_BOLD)
45     typetest.addstr(9, 12, target)
46     typetest.addstr(12, 50, f"WPM: ")
47     typetest.addstr(12, 55, f"{wpm}", curses.A_BOLD)
48     typetest.addstr(12, 100, f"Time: ")
49     typetest.addstr(12, 106, f"{round(time, 1)}", curses.A_BOLD)
50
51     for i, char in enumerate(current):
52         correct_char = target[i]
53         color = curses.color_pair(1)
54         if char != correct_char:
55             color = curses.color_pair(2)
56         typetest.addstr(9, 12+i, char, color)

```

type\_result\_screen function will execute the following program after the start\_screen function is done with some parameters.

- Line 39 – 43 : The string of words, wpm, and time will be shown in a certain location (row, column) with the numbers bolded (curses.A\_BOLD)
- Line 45 – 51 : The for loop will scan every character that is inputted by the user with the string of words provided on the screen.

If the inputted characters and the target characters match, it will show the color initialized with code 1. Otherwise, it will show the color code 2.

```

53
54 def load_text():
55     with open("Text.txt", "r") as f:
56         lines = f.readlines()
57         return random.choice(lines).strip()
58

```

load\_text function will open the file and store in f

- Line 56 : readlines() reads the targeted file by each line
- Line 57 : return command will randomly choose one line and remove the enter (\n) with strip()

```

59
60 def wpm_time_type_settings(typetest):
61     target_text = load_text()
62     current_text = []
63     wpm = 0
64     typetest.nodelay(True)
65
66     while True:
67         if current_text == []:
68             start_time = time.time()
69             time_elapsed = max(time.time() - start_time, 1)
70             wpm = round((len(current_text) / (time_elapsed / 60)) / 5)
71
72             typetest.clear()
73             type_result_screen(typetest, target_text, current_text, wpm, time_elapsed)
74             typetest.refresh()
75
76             if "".join(current_text) == target_text:
77                 typetest.nodelay(False)
78                 break
79
80         try:
81             key = typetest.getkey()
82         except:
83             continue
84
85         if ord(key) == 27:
86             break
87
88         if key in ("KEY_BACKSPACE", '\b', "\x7f"):
89             if len(current_text) > 0:
90                 current_text.pop()
91             elif len(current_text) < len(target_text):
92                 current_text.append(key)
93

```

wpm\_time\_type\_settings function will initialize all calculations and mechanics while the test is running.

- Line 61 – 63 : Declares target\_text with load\_text() function, current\_text with a list, and wpm with 0.
- Line 64 : nodelay() will enable the time and wpm to keep counting even though the user is not typing.
- Line 67 – 68 : In the while loop, if the current\_text is empty, the wpm and time will not start until the user type.
- Line 69 : time\_elapsed is the time counter.
- Line 70 : wpm provides the calculation for the words per minute.
- Line 73 : type\_result\_screen will be called and given the parameters necessary for displaying
- Line 76 – 78 : if the current\_text turned into a string matches with target\_text, the program will stop the timer get out of the while loop.
- Line 80 – 83 : try getkey() which is waiting for the user to type something. If yes, it will proceed to the rest of the program. If no, the program will loop back to the while loop.
- Line 85 – 86 : if the user hits the escape key (ASCII esc is 27), the program will immediately exit.
- Line 88 – 92 : if the user hits the backspace key and the length of the current text is greater than 0, it will eliminate a character in the current\_text (pop()).

If the length of the current\_text is still less than the target\_text, the user can still input keys to the current\_text as a list.

●

- 

●

### III. Demonstration

## ii. Typing Screen



## iii. Typing Screen Process



## iv. Typing Screen Completed



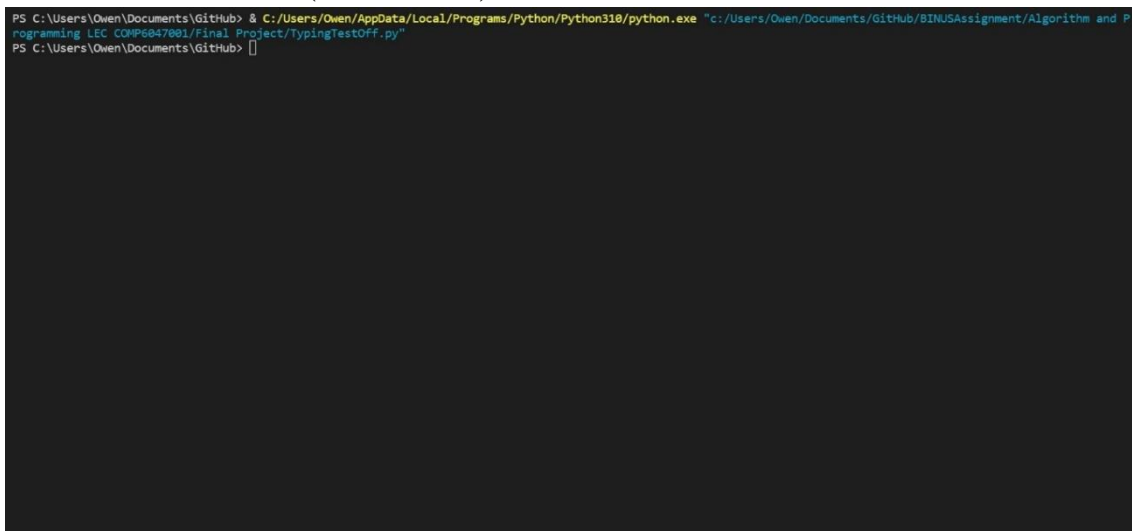
v. Typing Screen (Play Again)



vi. Typing Screen Completed (Play Again)



vii. Exit Screen (to terminal)





## IV. References

- i. <https://www.youtube.com/watch?v=NQ5i1kJAA6Y&t=512s>
- ii. <https://www.youtube.com/watch?v=JBE4OwdqzQ8&t=444s>
- iii. <https://www.youtube.com/watch?v=elfqLbiLAT4>
- iv. <https://docs.python.org/3/library/curses.html#module-curses>