




Welcome to the Typing Speed Test in C++

-  Project Title: Typing Speed Test (User-Custom Sentence)
-  Institute: Jaypee University
-  Created by: Isneha Varshney



Introduction



- A simple console-based typing speed tester using C++



- Users type a sentence of their choice, then retype it



- The program measures WPM and accuracy



- Countdown timer and repeat options included.



Objective

- - Create a typing practice app using C++
- - Let users type any sentence they want
- - Measure how fast and how accurately they can type
- - Provide immediate feedback (WPM and accuracy)
- - Allow multiple attempts with flexibility to try the same or a new sentence.



Key Features

- - User enters their own sentence
- - Countdown timer before typing begins
- - Clock-based typing time tracking
- - Words Per Minute (WPM) calculation
- - Accuracy percentage calculated based on character match
- - Feedback provided based on typing speed
- - Loop logic for repeated practice
- - Option to try same or new sentence





Tools & Concepts Used

- - Language: C++
- - IDE: Dev C++ / Code::Blocks
- - Key Concepts:
 - - String input and comparison
 - - Timer using `clock()`
 - - Loops and conditionals
 - - User-defined repetition and control flow



Code Screenshots

```
Start here x Typing test.cpp x
1  #include <iostream>
2  #include <string>
3  #include <ctime>
4  #include <thread>
5  using namespace std;
6
7  int main() {
8      string original, typed;
9      char choice;
10
11     cout << "Typing Speed Test\n";
12
13     do {
14         cout << "\nEnter a sentence you'd like to practice:\n";
15         getline(cin, original);
16
17         while (true) {
18             cout << "\nGet ready to type the sentence again:\n";
19             cout << "\"" << original << "\"\n";
20
21             cout << "\nStarting in:\n";
22             for (int i = 3; i > 0; i--) {
23                 cout << i << "... \n";
24                 this_thread::sleep_for(chrono::seconds(1));
25             }
26
27             cout << "Start typing now:\n";
28
29             clock_t start = clock();
30             getline(cin, typed);
31             clock_t end = clock();
32
33             double timeTaken = double(end - start) / CLOCKS_PER_SEC;
34
35             int wordCount = 1;
36             for (int i = 0; i < typed.length(); i++) {
37                 if (typed[i] == ' ')
38                     wordCount++;
39             }
```

```
40
41     int correctChars = 0;
42     int length = min(original.length(), typed.length());
43     for (int i = 0; i < length; i++) {
44         if (original[i] == typed[i])
45             correctChars++;
46     }
47
48     float accuracy = (correctChars * 100.0) / original.length();
49     float wpm = (wordCount / timeTaken) * 60;
50
51     cout << "\n--- Result ---\n";
52     cout << "Time Taken      : " << timeTaken << " seconds\n";
53     cout << "Words Typed       : " << wordCount << "\n";
54     cout << "Typing Speed      : " << wpm << " WPM\n";
55     cout << "Accuracy          : " << accuracy << "%\n";
56
57     if (wpm >= 40)
58         cout << "Feedback          : Excellent speed!\n";
59     else if (wpm >= 25)
60         cout << "Feedback          : Good effort!\n";
61     else
62         cout << "Feedback          : Keep practicing!\n";
63
64     cout << "\nDo you want to:\n";
65     cout << "1. Try the same sentence again\n";
66     cout << "2. Enter a new sentence\n";
67     cout << "3. Exit\n";
68     cout << "Enter your choice (1/2/3): ";
69     int userChoice;
70     cin >> userChoice;
71     cin.ignore();
72
73     if (userChoice == 1) {
74         continue;
75     } else if (userChoice == 2) {
76         break;
77     } else {
78         cout << "\nThanks for using the Typing Speed Test!\n";
```

```
79                                     return 0;
80                                     }
81                                     }
82                                     }
83                                     } while (true);
84                                     }
85                                     }
```




Output Window (Typing Results)

Typing Speed Test

Enter a sentence you'd like to practice:

I am learning c++ to improve mt coding skills

Get ready to type the sentence again:

"I am learning c++ to improve mt coding skills"

Starting in:

3...

2...

1...

Start typing now:

i am learning c++ to improve my coding skills

--- Result ---

Time Taken : 14.172 seconds

Words Typed : 10

Typing Speed : 42.337 WPM

Accuracy : 4.44444%

Feedback : Excellent speed!

Do you want to:

1. Try the same sentence again

2. Enter a new sentence

3. Exit

Enter your choice (1/2/3): 2

Enter a sentence you'd like to practice:

today i solved a few problems realted to data structures and alogrithm

Enter a sentence you'd like to practice:

today i solved a few problems realted to data structures and alogrithm

Get ready to type the sentence again:

"today i solved a few problems realted to data structures and alogrithm"

Starting in:

3...

2...

1...

Start typing now:

today i solved a few problems related to data structures and alorithm

--- Result ---

Time Taken : 43.343 seconds

Words Typed : 12

Typing Speed : 16.6117 WPM

Accuracy : 88.5714%

Feedback : Keep practicing!

Do you want to:

1. Try the same sentence again

2. Enter a new sentence

3. Exit

Enter your choice (1/2/3): 2

Enter a sentence you'd like to practice:

today i solved a few peroblems related to data structures and alorithms

Get ready to type the sentence again:

" today i solved a few peroblems related to data structures and alorithms"



Conclusion



- Developed a fully working typing trainer in C++.



- Practiced concepts like strings, loops, timers, accuracy logic.



- Gained confidence in designing interactive console apps.



- Applied logical structure and user flow handling.



What I Learned



- How to build real-time timer-based applications



- How to handle string comparison and accuracy percentage



- Creating user-defined loop-based control flows



- Practical usage of ``clock()``, conditionals, and user input.



Future Scope & Improvements



- - Add difficulty levels with longer paragraphs.
- - Include a leaderboard or scoreboard feature.
- - Export result to a file for performance tracking.
- - Integrate sound effects or GUI in future (SFML or Qt).
- - Show live typing accuracy or highlight wrong characters in future version.

- 
- **Thank you for reviewing my project!** 🙏 😊
 - ~ Isneha Varshney 💻 ✨
-