ACKNOWLEDGEMENT

*“ There are times when silence speaks so much more loudly than words of praise to only as good as belittle a person, whose words do not express, but only put a veneer over true feelings, which are of gratitude at this point of time. ”*

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INTRODUCTION

The ability to type quickly, accurately and without seeing at the keyboard is a huge advantage beside the nature of your work at computer system. Having good typing skills is essential in today’s society where almost everything is computer based and hence requires typing on a keyboard to input texts and messages frequently.

1. Fast typing can save a lot of time at school and colleges when taking notes, writing assignments and chatting with friends online.

2. If you like chatting and communication forums, typing fast will save you a lot of time and allow you to say more.

3. For journalists, blogger and writers, skilled typing abilities will help you in your day to day job.

**<\TypeFast>** is a program that lets you practice your speed-typing skills and helps you get familiar with the QWERTY keyboard through a series of typing games.

BACKGROUND

An initial menu is displayed from which the user can choose to play the two games, view the leaderboard etc. If he chooses to play the Typing Tutor game, he will be taken level-wise, he will be prompted to enter the letters of the shown paragraph in sequence and the time he does this in, is calculated. When he enters the entire string correctly, the next menu is displayed from which he can either choose to add his score or view leaderboards for that level or go to the next level of the game. How to play the game, and about the game can all be viewed directly from the initial menu.

CLASS, FUNCTIONS AND FILES USED

CLASS : The binary file uses this class to store the name of the user and his timing.

**class book**

**{**

public:

char name[35];

float TIME;

**};**

FUNCTIONS : The various functions used in the program to achieve desired outputs.

**1.void typingtutor()** - To run the Typing Tutor algorithm

**2.void flappywords()** – To run the Flappy Words game

**3.void initUnknown (char word[],unknown[])** – To initialize the unknown word for FW.

**4.int letterFill (secretword[], guessword[])** – To read a random word from the text file.

**5.void add\_hs(float &)** - To add a new entry to the leaderboard

**6.void read\_hs()** - To display the leaderboard

**7.void help\_text()** - To display the help texts and how to play the game

**8.void about\_text()** - To display about the game

**9.int menu\_1()** - To display the 1st menu and read the choice

**10.int menu\_2(float &)** - To display the 2nd menu and read the choice

**11.char again()** - To ask the user whether he wants to continue

TEXT FILES: The name of the text and binary files used in this program.

**1.Level1.txt** – To store the paragraph for Level 1

**2.Level2.txt** – To store the paragraph for Level 2

**3.Level3.txt** – To store the paragraph for Level 3

**4.Level4.txt** – To store the paragraph for Level 4

**5.Level5.txt** – To store the paragraph for Level 5

**6.HIGHSCORE1.dat** – To store the leaderboards of level 1.

**7.HIGHSCORE2.dat** – To store the leaderboards of level 2.

**8.HIGHSCORE3.dat** – To store the leaderboards of level 3.

**9.HIGHSCORE4.dat** – To store the leaderboards of level 4.

**10.HIGHSCORE5.dat** – To store the leaderboards of level 5.

**11.HANGMAN.txt** – To store the word inventory for Flappy Words.

**OUTPUT SNIPPETS**

BIBLIOGRAPHY









