Speed Typing Test

This program was developed using python. The following python libries were imported; Tkinter, Random, messagebox and timeit.

Text

Description automatically generated

This program was created with a MacOs using virtual studio codes but its intended to run on the following platforms: MacOS, Windows.

**Design**

I have gone with a basic design with two different windows, one for the main page then the next for the game.

Main window:

x1 = Label(root, text="Lets see how fast you can type!", bg="black", fg="white", font="times 30")

x1.place(x=60, y=50)

b1 = Button(root, text="Go!", width=15, bg='#03fcf8', font="times 25", command=game)

b1.place(x=140, y=250)

There is a label at the top saying what the application does.

The Button(b1) is given a command as clicking this button takes you to the game page.

Graphical user interface, application

Description automatically generated

Game window:

The game window which is shown after the user clicks on “Go!”. This window has a label which shows the sentence needed for the user to type, right under the label is an entry point where the user will type the displayed sentence as fast as they can, Clicking Go also starts the timer. After this the user clicks on the Submit button which has a command to check the result of the entry and see if it marches the shows sentence. Clicking the submit button also ends the timer then it shows you the time taken to type the sentence.

Below the entry there are two other buttons labelled Done and Retry. The done button runs a function named finished which closes the app while the retry changes the sentence and resets the timer basically rerunning the game function.

global x

if x==0:

root.withdraw()

x=x+1

window.deiconify()

def check\_result():

end = timer()

time\_taken=end-start

if entry.get("1.0", 'end-1c') == word:

final=("passed You time was", time\_taken)

messagebox.showinfo("Passed", final)

else:

fail=("Invalid input, Upper and lower cases are significant")

messagebox.showinfo("Invalid", fail)

def finish():

window.destroy()

root.destroy()

words = ("Goodness is a sharp guy", "This is a day in my life", "The constituition is not valid anymore", "You and I are made for ball")

word = random.choice(words)

x2 = Label(window, text=word, bg="black", fg="white", height=7, width=45, font="times 15")

x2.place(x=40, y=100)

x3 = Button(window, text="Submit!", font="times 20", bg="red", command=check\_result)

x3.place(x=170, y=240)

entry = Text(window, bg="purple", fg="black", font="times 17")

entry.place(x=16, y=280, height=75, width=400)

b2 = Button(window, text="Done", font="times 13", bg='#ffc003', width=12, command=finish)

b2.place(x=155, y=420)

b3 = Button(window, bg="purple", fg="black", text="Retry?", font="times 13", width=12, command=game)

b3.place(x=265, y=420)

start = timer()

window.mainloop()

Graphical user interface, application

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Software Used:

Virtual studio codes,

Tkinter,

Pycharm