



[Milestone: One](#)

[Part : Two](#)

Harry Potter Typing Trainer Version 2:

Bombardo

In this version, you will add quite a few user-defined functions to your typing trainer:

In this version, your program will:

- Display header
- Display instructions
- Get user input
- Display feedback

Instructions: instructions.txt

What to do

Your program should do the following:

1. Read spells from the text file (spells.txt)

2. Display the header as follows:

#####

Harry Potter Typing Trainer

#####

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(there are 60 # characters in each line)

3. Display the instructions (read the instructions from instructions.txt)

4. Choose a random spell

5. Get the user's input and compare it with the chosen spell

6. If the user typed the spell correctly, display

Correct!

Otherwise, display:

Incorrect!

The spell was chosen_spell

(replace chosen_spell with the randomly chosen spell)

You need to implement the `display_header()` and `display_instructions()`,

`get_user_input()`, and `display_feedback()` functions.

Use the following template. All functions defined in the template must be present and implemented in your code (you may not omit functions). You may add extra functions if needed. You should not change the `main()` function in this version.

Version 1 code here

```
def display_header():
```

```
    """
```

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Displays header as follows:

```
#####
```

Harry Potter Typing Trainer

```
#####
```

```
"""
```

```
def display_instructions():
```

```
    """
```

Displays instructions from instructions.txt

```
    """
```

```
def get_user_input(spell: str) -> str:
```

```
    """
```

Gets the spell as input from the user and returns it.

```
    """
```

```
def display_feedback(spell: str, user_input: str):
```

```
    """
```

Displays feedback (correct or incorrect) to the user.

```
    """
```

```
def main() -> None:
```

```
    """
```

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Main program.

```
"""
```

```
spells = read_spells('spells.txt')
```

```
spell = get_random_spell(spells)
```

```
display_header()
```

```
display_instructions()
```

```
user_input = get_user_input(spell)
```

```
display_feedback(spell, user_input)
```

```
main()
```

Hints

- In this program, we don't care about the case of the user input (in other words, CONFUNDO or CoNfUnDo would be the same as confundo).

Program name

Save your program as spells2.py.

Demo

<https://asciinema.org/a/XM2QhgKBnwpABVB9sDTe5Llo>

Testing

To make sure your program works correctly, you should test it.

Run your program with `python spells2.py`. Your program should print the header,

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instructions and a random spell:

#####

Harry Potter Keyboard Trainer

#####

Welcome to Harry Potter Typing Trainer!

Your goal is to type the spells you see as fast as possible.

Type fast and get more points!

Good luck!

Type the following spell: diminuendo

Type the spell correctly. The program should print:

Correct!

If you type the spell incorrectly, the program should print:

Incorrect!

The spell was: diminuendo



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