Code:

#include <stdio.h>

#include <string.h>

#include <time.h>

#include <stdlib.h>

// Function to display the typing task based on the selected level

void display\_task(int level) {

if (level == 1) {

printf("\nTask: Type the following sentence:\n");

printf("The quick brown fox jumps over the lazy dog.\n");

} else if (level == 2) {

printf("\nTask: Type the following sentence:\n");

printf("A journey of a thousand miles begins with a single step.\n");

} else if (level == 3) {

printf("\nTask: Type the following sentence:\n");

printf("To be or not to be, that is the question.\n");

} else {

printf("Invalid level chosen.\n");

}

}

int main() {

int level;

char task[200], input[200];

time\_t start, end;

double time\_taken;

// Displaying the levels

printf("Choose typing level:\n");

printf("1. Easy\n");

printf("2. Medium\n");

printf("3. Hard\n");

printf("Enter your choice (1-3): ");

scanf("%d", &level);

getchar(); // to consume the newline character left by scanf

// Display the task based on the level

display\_task(level);

// Getting the task sentence

if (level == 1) {

strcpy(task, "The quick brown fox jumps over the lazy dog.");

} else if (level == 2) {

strcpy(task, "A journey of a thousand miles begins with a single step.");

} else if (level == 3) {

strcpy(task, "To be or not to be, that is the question.");

}

printf("\nStart typing the above sentence. Press ENTER to begin...\n");

getchar(); // Wait for the user to press ENTER to start typing

// Start the timer

start = time(NULL);

// User starts typing

printf("\nType here: ");

fgets(input, sizeof(input), stdin); // Read user input

// Remove newline from input if present

input[strcspn(input, "\n")] = '\0';

// Stop the timer

end = time(NULL);

// Calculate the time taken to type in seconds (difference between start and end)

time\_taken = difftime(end, start);

// Check if the typed sentence matches the task

if (strcmp(input, task) == 0) {

printf("\nTask completed successfully!\n");

printf("Time taken: %.2f seconds\n", time\_taken); // Display time in seconds

} else {

printf("\nThe typed sentence doesn't match the task. Please try again.\n");

}

return 0;

}