



C-PROJECT

Group Members : Aaditya, Ankush, Elina, Amitesh

Title: Grandmaster of Typography [Typing Tutor]

For our project of Computer (C- Programming) for the first semester, we-a group of four students from BEL-2078 have decided to create a project that will allow a user to check their typing skill and accuracy. This competitive and interactive project is titled as “Grandmaster Of Typography!”

INTRODUCTION

“Grandmaster of Typing” is a competitive typing program written on C language using Dev C++ which allows user to check their typing skill, accuracy and even keep records of their achievements. However, it is not limited to only this. A user can enter his/her name and also view the total statistics of the user(s). It is made user friendly with multiple user compatibility.

OBJECTIVES

The main goals of our project are enlisted below.

- ☒ To use different user defined function, to break a program into many simplified parts to deal with and to make it easier to understand the codes too.
- ☒ To promote the use of array in general programming for simplified version of the program.
- ☒ To apply the file handling concepts in order to retrieve the player’s data files that contains the data of the players.

☑ To use minimum graphics as far as possible to make the program execute fast but also user-friendly side by side.

☑ To use general concept of c language to develop a simple program that as a whole entertains the user.

SOURCE OF INSPIRATION

In this modern era of computer and technology, everything has become digitalized. This incorporates every aspect of our daily and professional life. Computer has become an indispensable component. In all of this, we are focused in refining the basic we all overlook most of the time-basics of digital typography.

Having a better typing speed with high accuracy is always a bonus while doing computer programming or any other works in this field. With this thought, we have decided on this project to not only help us with our understanding of C programming but to challenge not only ourselves but everyone in more than one way.

FEATURES

This project provides a certain name to user by default, but there is a facility to create a new user too. You can enter your name as user. In this project, one can view the total statistics.

There is availability of record option in the project for displaying the data of the user who has already used the application. One can view typing speed and accuracy and make a comparison.

If you want to terminate the program without any use, you can select exit option in the main menu.

SCOPE

☑ Challenging oneself, especially in a competitive environment is one of the many human attributes.

☑ Beginners in computer programming can take hints via the mini project to boost up their programming techniques.

☑ Can be brought in practice in training centers that offers basic programming courses.

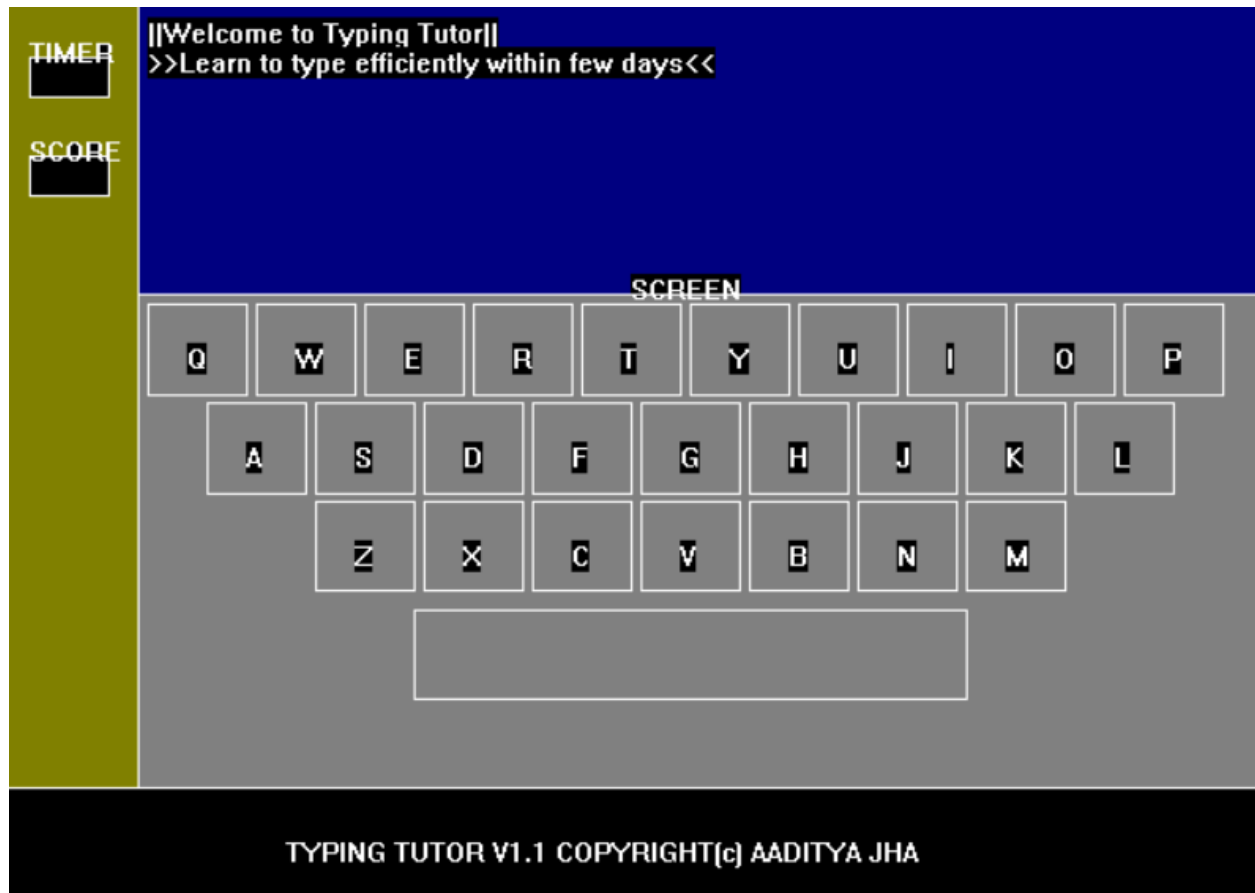
☑ Simplicity and efficient is main fact that we get using the c language, so it can be executed anywhere with C language.

☑ Can be milestone for the programmers trying to learn the c language.

CODE SNAPSHOT

```
6
7  #include<stdio.h>
8  #include<stdlib.h>
9  #include<conio.h>
10 #include<graphics.h>
11 #include<dos.h>
12 int main()
13 {
14     int i=0;
15     int a,b,c,d;
16     int x=75;
17     int y=155;
18     int x1=125;
19     int y1=201;
20     int gd=DETECT,gm;
21     initgraph(&gd,&gm,"c:\\tc\\bgi");
22     /*setbkcolor(MAGENTA);*/
23     rectangle(1,2,638,400);
24
25     {
26         setfillstyle(SOLID_FILL,BLUE); /*SCREEN STYLE */
27         gotoxy(15,3);
28         rectangle(70,2,638,400);
29         floodfill(72,4,WHITE);
30     }
31     outtextxy(15,20,"TIMER");
32     rectangle(15,30,55,50);
33     outtextxy(15,70,"SCORE");
34     rectangle(15,100,55,80);
35     outtextxy(320,140,"SCREEN");
36
37     {
38         setfillstyle(SOLID_FILL,DARKGRAY); /*KEYBOARD STYLE */
39         rectangle(70,150,638,400);
40         floodfill(72,152,WHITE);
```

OUTPUT SNAPSHOT



CONCLUSION

This is the proposal of our project that we are doing with C programming. As we continue to work in this project, we will try our best to include better and more features that can enhance our understanding of C while bettering the experience of users at the same time. We appreciate every suggestion and feedback!