# Professional Typing Speed Test Web-Game - Source Code

```javascript
// App.js (Main Component)
import React, { useState, useEffect } from "react";
import "./App.css";

const sampleText = "The quick brown fox jumps over the lazy dog";

function TypingSpeedTest() {
  const [inputText, setInputText] = useState("");
  const [time, setTime] = useState(60);
  const [isRunning, setIsRunning] = useState(false);
  const [speed, setSpeed] = useState(0);

  useEffect(() => {
    let timer;
    if (isRunning && time > 0) {
      timer = setTimeout(() => setTime(time - 1), 1000);
    } else if (time === 0) {
      setIsRunning(false);
      calculateSpeed();
    }
    return () => clearTimeout(timer);
  }, [isRunning, time]);

  const calculateSpeed = () => {
    const wordsTyped = inputText.trim().split(" ").length;
    setSpeed(wordsTyped);
  };

  return (
    <div className="container">
      <h1>Typing Speed Test</h1>
      <p>{sampleText}</p>
      <textarea
        value={inputText}
        onChange={(e) => setInputText(e.target.value)}
        disabled={!isRunning}
      />
      <div className="controls">
        <button onClick={() => setIsRunning(true)}>Start</button>
        <button onClick={() => window.location.reload()}>Reset</button>
      </div>
      <p>Time Left: {time} seconds</p>
      <p>Speed: {speed} WPM</p>
    </div>
  );
}

export default TypingSpeedTest;
```