

SYNOPSIS

- **Name of the College:** - D. Y. Patil Technical Campus Faculty of Engineering & Faculty of Management Talsande Kolhapur.
- **Name of the Course:** - S.Y B. Tech (Computer Science & Engineering)
- **Name of the Students:** -
 - Madur Aditya Amol [2018]
 - Kate Shweta Sanjay [2002]
 - Patil Tejas Tanaji [2014]
- **Name of the Guide:** - Ms. J. M. Shaikh

Proposed Title: - Typing Tutorial

➤ **Abstract:** -

The typing tutorial project is aimed at helping users improve their typing skills through an interactive and user-friendly platform. The project will utilize various techniques such as gamification, personalized learning, and real-time feedback to provide an engaging and effective learning experience.

Users will be able to track their progress, set goals, and compete with others to increase their motivation and commitment to learning. The project will also include a variety of typing exercises, ranging from basic to advanced levels, to cater to users of different skill levels. With this project, users can improve their typing speed and accuracy, which can enhance their productivity and efficiency in various.

Fields Keywords: -

- Typing Tutorial
- Efficiency
- Graphics

➤ **Methodology: -**

We will develop the game using C++ as programming Language for Windows Platform. To make the game multiplayer we will use client server network with LAN (Local Area Network) and to store the records we can use file handling in C++ that can stores the in the for of text to the text file.

We will use the inbuilt graphics library and its functions to create the game and to make it multiplayer we will use socket programming that will help to connect to computers which are already in Local Area network connection and play simultaneously.

Hardware requirements for this to project to run is very low. You can practically run this project on any low-end device like Intel i3, 2GB RAM. Minimum secondary storage should be 100 MB.

Modules: -

- Typing exercises Connection
- Main Menu
- Play Game
- Store and View Records
- Records

➤ **Objective: -**

1. **Increasing typing speed:** Helping users to type faster and with greater accuracy.
2. **Improving accuracy:** Teaching users to type accurately and reduce errors.
3. **Enhancing productivity:** Enabling users to work faster and more efficiently on a computer.
4. **Developing computer skills:** Providing users with the skills necessary to operate a computer effectively.
5. **Personalized learning:** Catering to the individual needs of users with adaptive difficulty levels, progress tracking, and goal setting.
6. **Gamification:** Using game-like elements to increase user engagement and motivation.

7. **Feedback and performance metrics:** Providing real-time feedback and performance metrics to help users identify areas for improvement and track their progress over time.

➤ **System Architecture: -**

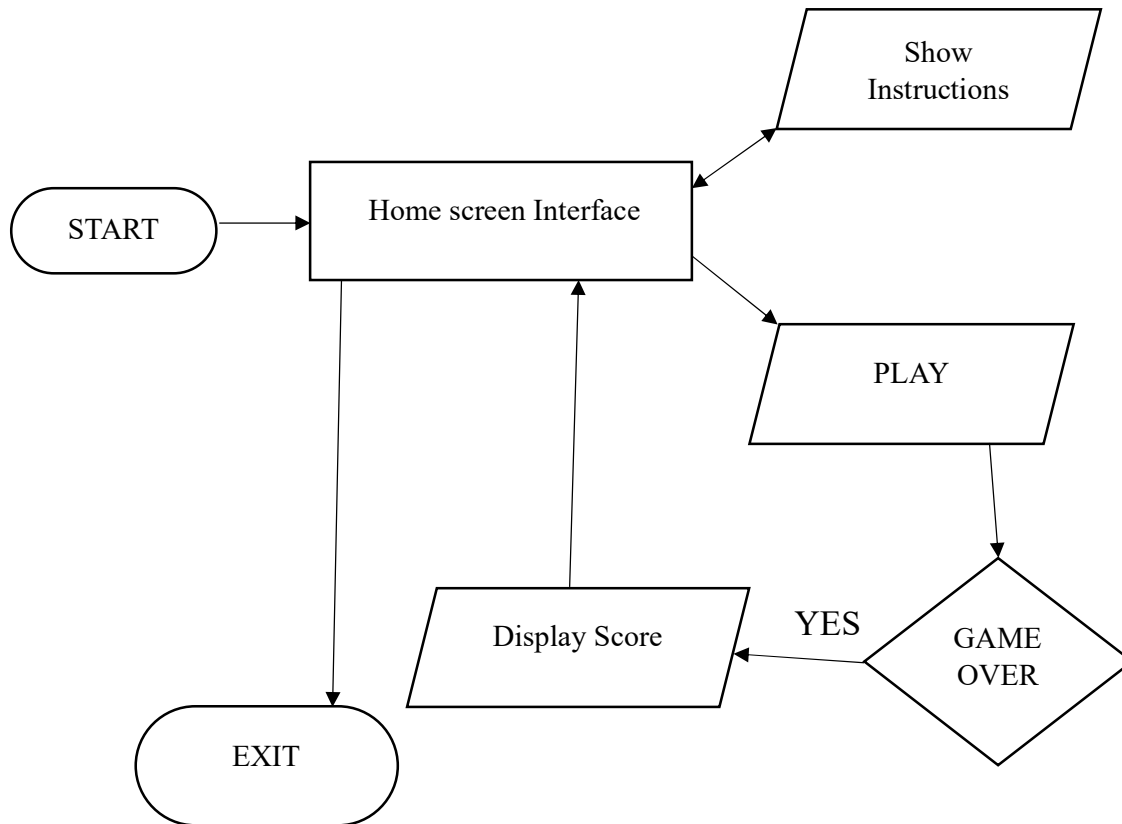


Fig: System Architecture

➤ **Implementation: -**

1. **Needs assessment:** Conduct a needs assessment to identify the target audience, their current typing skills, and the specific areas in which they need improvement. This will help you to design the content and features of the typing tutorial to meet their needs.

2. **Design the platform:** Based on the needs assessment, design the platform for the typing tutorial. Determine the user interface, the features, the typing exercises, and the level of difficulty for the tutorial.

3. **Develop the content:** Develop the content for the typing tutorial, including typing exercises, tutorials, and other resources. Ensure that the content is appropriate for the target audience and is easy to understand.

4. **Integrate gamification techniques:** Implement gamification techniques, such as rewards, badges, and leader boards, to increase user engagement and motivation.

5. **Provide real-time feedback:** Provide real-time feedback and performance metrics, such as typing speed, accuracy, and error rate, to motivate and encourage users to improve their skills.
6. **Personalize the learning experience:** Use personalized learning techniques, such as adaptive difficulty levels, progress tracking, and goal setting, to cater to the individual needs of the users.
7. **Test the platform:** Test the platform with a sample group of users to identify any bugs, issues, or areas for improvement. Refine the platform based on feedback and data analysis.
8. **Launch and promote the platform:** Launch the typing tutorial on appropriate platforms, such as a website, mobile app, or desktop application. Promote the tutorial to the target audience through social media, advertising, and other marketing channels.
9. **Monitor and update the platform:** Regularly monitor and update the typing tutorial to keep it relevant, engaging, and effective for users, by adding new features, exercises, or challenges, and fixing any bugs or issues that may arise

➤ **REFERENCE: -**

- 1) The Complete Reference C++ by Herbert Schild, 4th Edition.
- 2) Object Oriented Programming in C++ by Rajesh K. Shukla, Indian Edition.
- 3) Object Oriented Programming in C++ by E. Balaguru Swamy, 6th Edition.

Date:

Place: Talsande

Name of the student	PRN No.	Signature
1) Kate Shweta Sanjay	2021079568	
2) Patil Tejas Tanaji	2021078383	
3) Madur Aditya Amol	2021076369	

Ms. J. M. Shaikh

Guide Name & Signature

Prof. U.A. Patil

Head of the Department