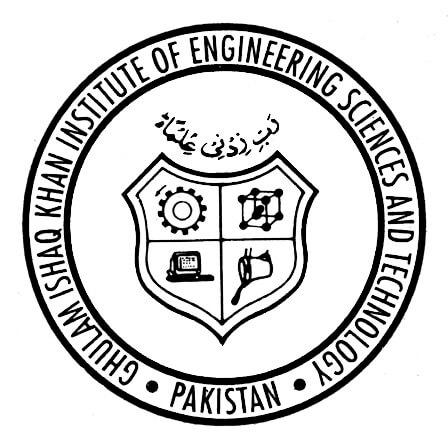
End of Semester Project

CS101-G Project Title: Typing Tutor



Group Members:

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Functions That We Built:

1). Void easy\_rules

2). Void medium\_rules

3). Void hard\_rules

4). Int menu

5). Void hard

6). Void medium

7). Void easy

Outline of the Code:

At the start of the program user is asked to enter the choice of his own difficulty level. On each level rules are defined about passing the specific level chosen by the user. Based on the performance of the user, the user is provided with the options to play the next level, to play the level again or to terminate the program. The user is shown how he performed in each level once he has played the chosen level. The score, time taken to complete a level, word per minute (typing speed) and percentage accuracy are displayed. The program then tells the user that how he has performed and what to do next.

Usability and Brief Explanation of The Code:

In our program we have used 6 types of libraries.

1). CHRONO: This is used to calculate the time by taking the initial and final time from CPU when the levels starts and ends.

2). IOSTREAM: Used for input and output purposes.

3). STRING: Used as an array for characters and also to find the length of the word.

4). CTIME/STDLIB: Used to generate random numbers.

5). STDLIB.H: Used for adding colors to the text.

The functions which are already mentioned above are used in this program:

In int main we are calling the main functions such as menu, easy, medium and hard. Once menu function is called it displays the start of our program and returns an integer value for further procedure. Once the value is returned there is a SWITCH STATEMENT in which it is passed. There are three cases in the switch statement and in those easy, medium and hard functions are called. In the functions easy, medium and hard the rules functions are called respectively. In the functions (easy, medium and hard) While, If-Else, Else-If and For loops are repeatedly used as per the requirement of the code. Arrays are also used to store the words which are displayed during the game and are randomly generated through the random function. Different data types are used such as INT, FLOAT, VOID and STRING in our code.