

SpeedTyper

INF431

Ke WANG, Shiwen XIA

April 5, 2017

1 Introduction

SpeedTyper is a single-user typing game which calculates the speed and correctness of sentences typed by the player. The player has 5 minutes to type a text via a user interface. The application will pick a word randomly in the last written sentence and shows the user a synonym of that word. The player must immediately integrate this proposed word in the sentence that is being typed. The correctness of words and sentences inputed are also checked at the same time on background.

The player gets points when words are typed correctly, while loses points when words are typed wrongly. At the end of the game, the player will get a final score. A highest score of history is kept, and the goal of this game is to get the highest score among all players.

The project is implemented by Java. The user interface is implemented by JavaFx framework. In order to make all operations of typing, display and calculation in real-time, the technics of multi-threads is used.

2 Implementation

Ici on parle de l'implementation de multithread.

2.1 Analyzer

2.2 Displayer

2.3 Online Dictionary APIs

2.4 "Poison Pill"

3 Interface

The interface is implemented by JavaFx framework.

The interface consists of 4 main parts: menu bar, information block, input field, wrong words display field.

- **Menu bar:** the functions of all menu items are as follows:

Game	Change Player	initializes all information and permits to create a new user
	Close Game	closes the current interface
	Clean History	sets the highest score to 0
Help	Rules	displays game rules
	About	displays application information

- **Information block:**

- **Player:** Type in username and submit to create a new user.
- **Best Score:** Shows the history highest score.
- **Timeout:** Shows the remaining time, which counts down during the game.
- **Your Score:** Shows in real-time player's current score.
- **Synonym:** Shows the synonym of the word picked from previous sentence. This is the word must be intergrated in the currently typing sentence.
- **Go/Stop button:** Starts and stops a game.
- **Again button:** Restart a new game with the same player.

- **Input field:** Allows to input sentences.

- **Wrong words display:** Shows wrongly inputed words in real-time during the game.

4 Conclusion

Ici est la conclusion

References

Smith, J. M. and Jones, A. B. (2012). *Chemistry*. Publisher, 7th edition.