





SPRAYITX



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Introduction

- " SprayItX " - a typing program to increase typing speed .
 - The software developed detects the typing errors, calculates score based on it .
 - The score is calculated by comparing the speed and errors with world's fastest typing speed recorded.
 - The result given by this software is completely reliable.
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FEATURES

- Tokens , Expression And Variable
- Classes And Objects
- Functions
- User Defined Header Files
- File Handling
- Standard Library Functions Like `lomanip`
- Strings
- Implicit type conversion
- Arrays and pointers

SYSTEM ANALYSIS

- EXISTING SYSTEM
PROPOSED SYSTEM
 - SCOPE OF THE PROJECT
 - AIM OF THE PROJECT
 - PROJECT MODULES

SYSTEM ANALYSIS

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- EXISTING SYSTEM

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- PROPOSED SYSTEM

Existing System

- *Currently the system available doesn't provide with as much benefits since most of them out there put much thought on the user typing speed as even a novice can get the work done even if takes longer time than required .*

Proposed System

SCOPE OF THE PROJECT

The main objective of the program is as follows:-

- *To give user an estimate of its current typing speed.*
- *Provide them user friendly environment.*
- *Help them gradually increase their typing speed .*



SYSTEM FEATURES



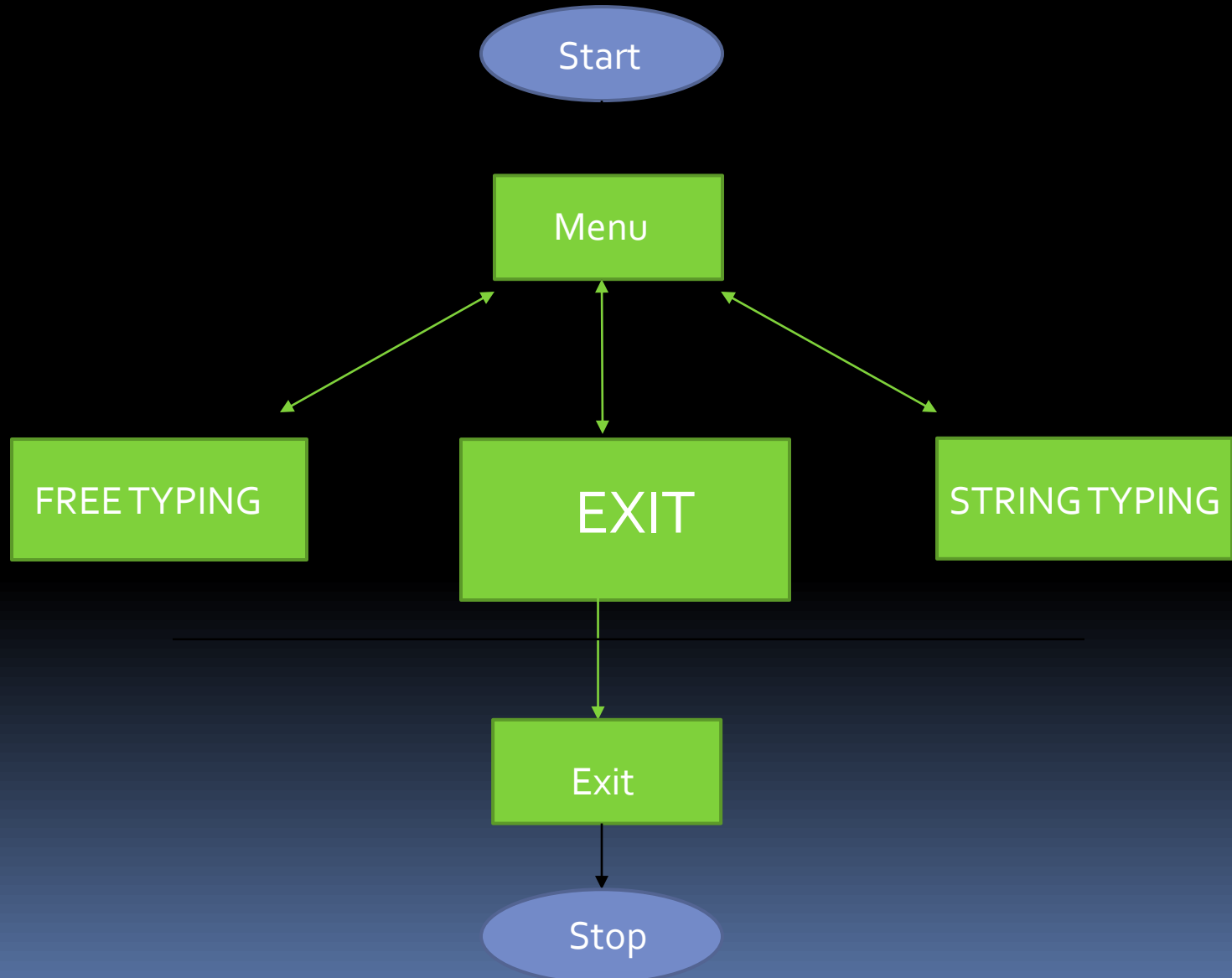
AIM OF THE PROJECT


- *The objective of the project is to aim targeted audience that want to save their much precious time that is wasted on typing as their average speed is quite dissatisfying.*
- *The average time that can be saved by a worker is up to 35 minutes per day which will compound as we move from days to week to months to years, saving a ton of time our which can be used in something productive.*



SYSTEM ARCHITECTURE

System Features(flowchart)





PROJECT MODULES

PROJECT MODULES

The project has been slashed into many small modules to run effectively, easy to understand and debug. Some important modules used in the project are:

- Home module(menu).
- *Free Typing Modules*
- *String Typing Modules*

Home Module

This module helps as follows:-

- *This module gives the information about the different tabs that are being used in the program.*
- *The user can make use of this home module to know about the tabs which he or she has to make use.*
- *This module gives an overview of all other tabs.*


Free Typing Module

- *To practice free typing*
- *Consistency in typing , as color changes when there is a major change in typing speed*
- *The user can get instantaneous typing speed, average speed and time taken after completing the test.*
- *It is connected to main interface, where pressing 'ESC' to get final evaluations, pressing 'ESC' again to get to main interface.*

STRING TYPING MODULE

This module helps as follows:-

- *User is asked to type a given string by the system.*
- *Helps check speed along with accuracy user gets score based on time taken and error.*
- *User can correct his/her mistake using backspace.*
- *It is also connected to main interface , 'ESC' will help to get to main menu.*



RESULTS & APPLICATION S OF PROJECT

Results


- *The result obtained is a complete package of program which is able to analyze the typing speed and accuracy and help in improving it.*

Application Of Project

- This application can be used anywhere and anytime.
- *The average time that can be saved by a worker is up to 35 minutes per day by increasing typing speed.*

Software Used

- To design this program we have used VS CODE. Some standard header files are used for building of the program.
- The visual presentation is managed in simpler way, so that it is accessible to all people.



Conclusion & References

Conclusion

- Improving typing speed as well as accuracy.
- This project helped us a lot in enhancing our knowledge in programming.

References

- www.google.com
- Object Oriented Programming in C++ by E. Balagurusamy.
- ***Robert Lafore - Object-oriented programming in C++***