CODE-TYPE EXERCISE

CREATED BY : ARCHEL TANEKA

ID : 2001585556

As a computer science students, typing a code is like our daily exercise. We keep practicing typing the code in order to get something, whether it is just a regular practice or to understand more on what you’ve learnt today on class. But that’s not the case, you’re just expand your knowledge and understanding about the materials. Imagine this, you’re in a class and it will finish in 15 minutes, but suddenly your lecturer/facilitator gives you an individual assignment/task. Your task is to make a simple program and you know that it might be 200+ lines of codes or worse case, more than 200 lines. It’s a real pain isn’t it?

So, here’s the purpose of the program. This program will help you practice your typing skills, especially code-typing skills in C++, because we already knew that typing a program is different from typing another assignments such as typing essays or reports. Typing a bunch of codes includes many of symbols like #(hashtags), \*(asterisks), &(ampersand), ;(semicolon) and many more. You will choose from different levels (beginner, medium or hard). Then the user types the code exactly the same with the example code. At the end, the program will calculate your wpm (words per minute) and time that was required to finish the code. Then it will tell you whether you’re fast enough to type that code, or too slow to finish the code.

Objective : Type as fast as you can with minimal errors (accuracy) and as similar as the example code if possible.

Functions:

1. Main Function

The entire program are written here, including the other functions

1. getUserLevel

This function will get prompt from the user to choose the level provided, whether it is easy, medium or hard. After the user chose the level, a sample text code will be shown.

1. getTypeUser

This is the function where user has to type the code similar with the sample text code.

1. displayCode

This function consists of the sample texts of code, the timer is also turned on here. When the user has done typing, the timer also stops

1. calculateResults

When the user has typed the code until the end of the sample text code, this function will calculate how fast user typed (Words Per Minute/wpm), and what time did user take to finish the entire code, and also the accuracy whether the user did a lot of mistakes when typing or not.

**FLOWCHART**

START

Print Welcome

Message

Input Level

Easy?

Hard?

Easy

Hard

Hard Code Text

Easy Code Text

END

Good!

Try again!

Timer > x?  
WPM < y?

Timer < x?  
WPM > y?

Print Result

Timer ON

Type the code

>x

<y

<x

>y