

CODE FOR OUR PROJECT

TYPING.HTML

```
<!DOCTYPE html>

<html lang="en">

  <head>

    <meta charset="UTF-8" />

    <meta name="viewport" content="width=device-width, initial-scale=1.0" />

    <meta http-equiv="X-UA-Compatible" content="ie=edge" />

    <link

      rel="stylesheet"

      href="https://cdnjs.cloudflare.com/ajax/libs/font-awesome/5.11.2/css/all.min.css"

      integrity="sha256-+N4/V/SbAFiW1MPBCXnfnP9QSN3+Keu+NIB+0ev/YKQ="

      crossorigin="anonymous"

    />

    <link rel="stylesheet" href="style.css" />

    <title>Speed Typer</title>

  </head>

  <body>

    <button id="settings-btn" class="settings-btn">

      <i class="fas fa-cog"></i>

    </button>

    <div id="settings" class="settings">

      <form id="settings-form">

        <div>

          <label for="difficulty">Difficulty</label>

          <select id="difficulty">

            <option value="easy">Easy</option>

            <option value="medium">Medium</option>

            <option value="hard">Hard</option>
```

</select>

</div>

</form>

</div>

<div class="container">

<h2>👤💻 Speed Typer 🧑💻</h2>

<small>Type the following:</small>

<h1 id="word"></h1>

<input

type="text"

id="text"

autocomplete="off"

placeholder="Type the word here..."

autofocus

/>

<p class="time-container">Time left: 10s</p>

<p class="score-container">Score: 0</p>

<div id="end-game-container" class="end-game-container"></div>

</div>

<script src="script.js"></script>

</body>

</html>

TYPING.CSS

```
* {  
  box-sizing: border-box;  
}  
  
body {  
  background-color: #2c3e50;  
  display: flex;  
  align-items: center;  
  justify-content: center;  
  min-height: 100vh;  
  margin: 0;  
  font-family: Verdana, Geneva, Tahoma, sans-serif;  
}  
  
button {  
  cursor: pointer;  
  font-size: 14px;  
  border-radius: 4px;  
  padding: 5px 15px;  
}  
  
select {  
  width: 200px;  
  padding: 5px;  
  appearance: none;  
  -webkit-appearance: none;  
  -moz-appearance: none;  
  border-radius: 0;  
  background-color: #a7c5e3;  
}
```

```
select:focus,  
button:focus {  
  outline: 0;  
}
```

```
.settings-btn {  
  position: absolute;  
  bottom: 30px;  
  left: 30px;  
}
```

```
.settings {  
  position: absolute;  
  top: 0;  
  left: 0;  
  width: 100%;  
  background-color: rgba(0, 0, 0, 0.3);  
  height: 70px;  
  color: #fff;  
  display: flex;  
  align-items: center;  
  justify-content: center;  
  transform: translateY(0);  
  transition: transform 0.3s ease-in-out;  
}
```

```
.settings.hide {  
  transform: translateY(-100%);  
}
```

```
.container {  
  background-color: #34495e;  
  padding: 20px;  
  border-radius: 4px;  
  box-shadow: 0 3px 5px rgba(0, 0, 0, 0.3);  
  color: #fff;  
  position: relative;  
  text-align: center;  
  width: 500px;  
}
```

```
h2 {  
  background-color: rgba(0, 0, 0, 0.3);  
  padding: 8px;  
  border-radius: 4px;  
  margin: 0 0 40px;  
}
```

```
h1 {  
  margin: 0;  
}
```

```
input {  
  border: 0;  
  border-radius: 4px;  
  font-size: 14px;  
  width: 300px;  
  padding: 12px 20px;  
  margin-top: 10px;  
}
```

```
.score-container {  
  position: absolute;  
  top: 60px;  
  right: 20px;  
}
```

```
.time-container {  
  position: absolute;  
  top: 60px;  
  left: 20px;  
}
```

```
.end-game-container {  
  background-color: inherit;  
  display: none;  
  align-items: center;  
  justify-content: center;  
  flex-direction: column;  
  position: absolute;  
  top: 0;  
  left: 0;  
  width: 100%;  
  height: 100%;  
  z-index: 1;  
}
```

TYPING.JS

```
const word = document.getElementById('word');  
const text = document.getElementById('text');  
const scoreEl = document.getElementById('score');  
const timeEl = document.getElementById('time');  
const endgameEl = document.getElementById('end-game-container');  
const settingsBtn = document.getElementById('settings-btn');  
const settings = document.getElementById('settings');  
const settingsForm = document.getElementById('settings-form');  
const difficultySelect = document.getElementById('difficulty');
```

```
// List of words for game
```

```
const words = [  
  'sigh',  
  'tense',  
  'airplane',  
  'ball',  
  'pies',  
  'juice',  
  'warlike',  
  'bad',  
  'north',  
  'dependent',  
  'steer',  
  'silver',  
  'highfalutin',  
  'superficial',  
  'quince',  
  'eight',  
  'feeble',  
  'admit',
```

```
'drag',  
'loving'  
];  
  
// Init word  
let randomWord;  
  
// Init score  
let score = 0;  
  
// Init time  
let time = 10;  
  
// Set difficulty to value in ls or medium  
let difficulty =  
  localStorage.getItem('difficulty') !== null  
    ? localStorage.getItem('difficulty')  
    : 'medium';  
  
// Set difficulty select value  
difficultySelect.value =  
  localStorage.getItem('difficulty') !== null  
    ? localStorage.getItem('difficulty')  
    : 'medium';  
  
// Focus on text on start  
text.focus();  
  
// Start counting down  
const timeInterval = setInterval(updateTime, 1000);
```



```
// Generate random word from array  
function getRandomWord() {  
    return words[Math.floor(Math.random() * words.length)];  
}
```

```
// Add word to DOM  
function addWordToDOM() {  
    randomWord = getRandomWord();  
    word.innerHTML = randomWord;  
}
```

```
// Update score  
function updateScore() {  
    score++;  
    scoreEl.innerHTML = score;  
}
```

```
// Update time  
function updateTime() {  
    time--;  
    timeEl.innerHTML = time + 's';
```

```
    if (time === 0) {  
        clearInterval(timeInterval);  
        // end game  
        gameOver();  
    }  
}
```

```
// Game over, show end screen  
function gameOver() {
```

```
endgameEl.innerHTML = `  
  <h1>Time ran out</h1>  
  <p>Your final score is ${score}</p>  
  <button onclick="location.reload()">Reload</button>  
`;  
;
```

```
endgameEl.style.display = 'flex';  
}
```

```
addWordToDOM();
```

```
// Event listeners
```

```
// Typing
```

```
text.addEventListener('input', e => {  
  const insertedText = e.target.value;
```

```
  if (insertedText === randomWord) {  
    addWordToDOM();  
    updateScore();
```

```
  // Clear
```

```
  e.target.value = "";
```

```
  if (difficulty === 'hard') {  
    time += 2;  
  } else if (difficulty === 'medium') {  
    time += 3;  
  } else {  
    time += 5;  
  }  
}
```

```
        updateTime();
    }
});

// Settings btn click
settingsBtn.addEventListener('click', () => settings.classList.toggle('hide'));

// Settings select
settingsForm.addEventListener('change', e => {
    difficulty = e.target.value;
    localStorage.setItem('difficulty', difficulty);
});
```

TEAM MEMBERS:

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