

»
Programming 2
Cptr.212

Fall 2020 | Southwestern College
Professor Evan Daniel
Evan.Daniel@SCKans.edu

Assignment #12
"Typing App"

» DELIVERABLES
Create a Win32 application that allows users to test themselves typing (for instance, typing the number π from memory). The application should include textual feedback, the ability to save games, and as much additional functionality as possible. For example, the app might allow users to save multiple games, or evaluate/visualize their mistakes or speed.

» COMMENTS
Interaction is one of the most nuanced of subjects in programming; it is unpredictable, but vital for the functioning of any sufficiently complex software. The Windows API allows us to deal with interactions on a much more fine-grained level than the terminal did.

» RESOURCES
For this assignment, the most useful resource available will be the [Windows API reference](#), which introduces the myriad tools available. Microsoft also offers [C++ Win32 tutorials](#) that are highly appropriate for C.

For a walkthrough that starts from scratch, see [theForger's Win32 API Tutorial](#).