A Project Report on

**TYPE ME**

Submitted as a mini project

**By**

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# CERTIFICATE

This is to certify that the project work entitled **"TYPE ME"** is a bonafied work carried out by **PALAVARAPU DEEPAK**(160115733152) & **SAGI NITISH VARMA**(160115733167)under our guidance and supervision.

The results embodied in this report have not been submitted to any other university or institute for the award of any degree or diploma.

Internal Guide                                                                              Head of department
**G.Vivek**                                                                                 **Dr.Y.Rama Devi**
asst.profeesor                                                                          professor and Head of
Department  of CSE                                                              Department  of CSE

# DECLARATION

       This is to certify that the work reported in the present project entitled **"TYPE ME"** is a record of work done by me in the Department of Computer Science and Engineering, Chaitanya Bharathi Institute of Technology, Osmania University. The reports are based on the project work done entirely by me and not copied from any other source.

PALAVARAPU DEEPAK

SAGI NITISH VARMA

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PALAVARAPU DEEPAK

SAGI NITISH  VARMA

# ABSTRACT

## ABSTRACT OF THE MINI PROJECT

**TITLE OF THE PROJECT:TYPE ME**

**DEVELOPMENT TOOL:C++**

**DATABASE:C++**

**ROLL NO.S:160115733152,160115733167**

**BRANCH:CSE-3**

**NAME:P.DEEPAK,NITISH VERMA**

**BODY:**

Typing is the basic command to run a computer and your speed plays a vital role while working in computer to save time.The project is to enhance the typing speed of the user.This project is developed using c++ and compiled using GNU GCC complier.

**FEATURES:**

➤ this project provides certain name as user by default and there is also a facility to create a new user too.you can enter your name as user.
➤ you can view typing speed,accuracy using record option.
➤ you can view the entire statistics.
➤ if you want to terminate the program you can select exit option at any time.

**FUNCTIONS:**

the inbuilt are:

- ➢ stdio.h
- ➢ stdlib.h
- ➢ string.h
- ➢ time.h
- ➢ conio.h

when the user starts the game by selecting his lesson from the menu he will be provided with some letters randomly in a regular time interval.If he passes that level he'll move on to the next level and the time interval is changed.If he completes all the levels the he will win the game.

# LIST OF FIGURES

Output screens

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# CHAPTER  1

# INTRODUCTION

**Type me is a game that improves your typing speed, accuracy and quality, no matter what your prior typing experience is. It is a system of training based upon how your hand works, and the kinds of movements and sequences of key presses needed to train the movement of each finger.**

# CHAPTER 2

# EXISTING SYSTEM

We are all know that this game is already exist which is working very well,but what my idea is ,we can develop this game without using graphics also.It mainly focuses on the typing accuracy and speed of the user.

# CHAPTER 3

# IMPLEMENTATION

To start enjoying the game you need to register.If you are already an existing user please login.Enter the appropriate key to register or login.press enter to start enjoying the game.Now type the paragraph which is shown above.Basing on your accuracy and speed you will get the result.if your score meets the requirements you will be promoted to the next level.At any stage you may come out of the game.
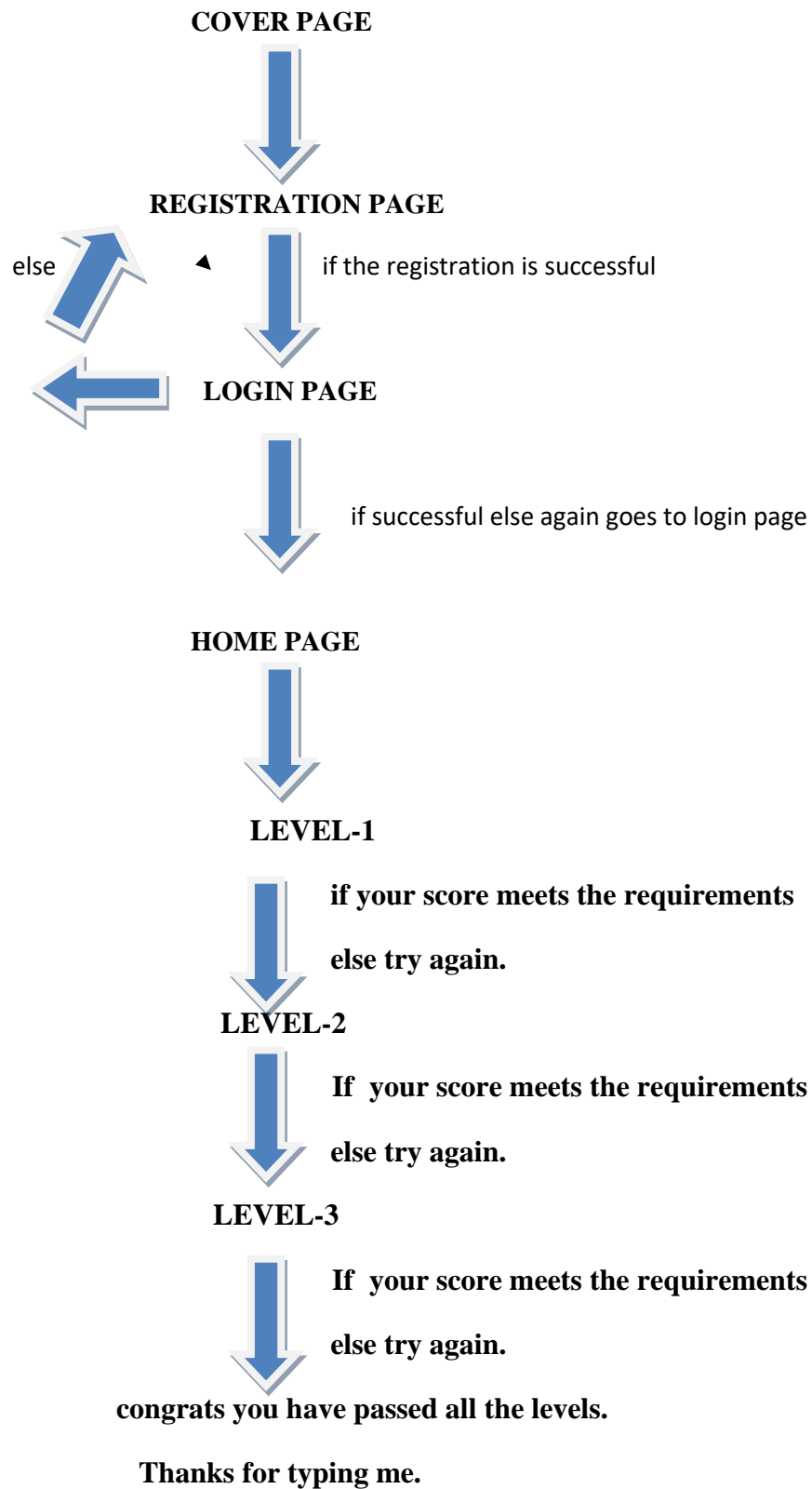
The given figure 1.1 shows how my program execution

**COVER PAGE**

**REGISTRATION PAGE**

else    ◄    if the registration is successful

**LOGIN PAGE**

if successful else again goes to login page

**HOME PAGE**

**LEVEL-1**

**if your score meets the requirements**

**else try again.**

**LEVEL-2**

**If  your score meets the requirements**

**else try again.**

**LEVEL-3**

**If  your score meets the requirements**

**else try again.**

**congrats you have passed all the levels.**

**Thanks for typing me.**

# FIGURE 1.1   program execution flow

# CHAPTER 4

# OUTPUT SCREENS

## COVER  PAGE:



```
*****************************************************************************
*****************************************************************************
************************************
                    WELCOME TO TYPE ME

*****************************************************************************
*****************************************************************************
************************************
press enter to proceed
press esc to exist
```

figure 1.2



```
press 1 to register
press 2 to login
```
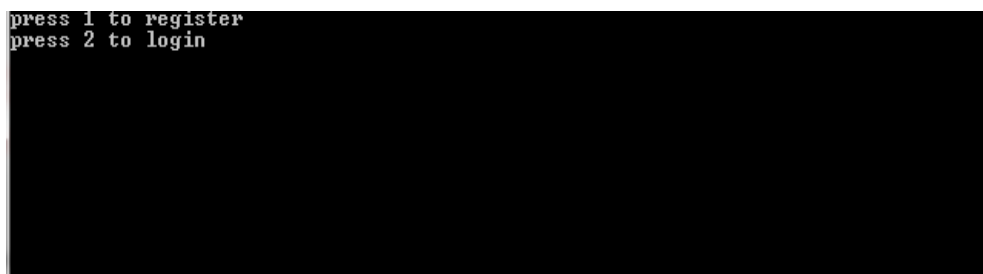
figure 1.3

**Figure 1.4** Registration page



```
press 1 to register
press 2 to login
enter username
deepak
enter password atmost(8)*****
you registered
press security key to show password and 2 to continue
```



**Figure 1.5** login page

```
press 1 to register
press 2 to login enter your username deepak
enter password almost(8)*****
login sucessfull

hi deepak
welcome back

press enter to start typing or esc to exit
```

**Figure 1.6** Home page

```
you are in level 1
asd jkl qwe uir qwe ety zxc bnm yui kl; nm, bam ball jam bat apple
type above sentence

asd jkl qwe uir qwe ety zxc bnm yui kl; nm, bam ball jam bat apple
time: 36622

2
your accuracy is 96.9697%
your score is 1242
press 1 to retype
press 2 to prceed and 3 to exit

asd jkl qwe uir qwe ety zxc bnm yui kl; nm, bam ball jam bat apple
type above sentence

asd jkl qwe uir qwe ety zxc bnm yui kl; nm, bam ball jam bat apple
time: 33209

0
your accuracy is 100%
your score is 1301
press 1 to retype
press 2 to prceed and 3 to exit
```

**using backspace:**

**Figure 1.7**

```
you are in level 1
game happy dance question answer science average bullet handing certain good her
o
type above sentence

game happy dance question answer science average bullet handing certain good her
o
time: 32967

4
your accuracy is 95.0617%
your score is 2554
press 1 to retype
press 2 to prceed and 3 to exit
```

**without using backspace:**

**Figure 1.8**

```
you are in level 2
the parameter offset represents the number of bytes the file pointer is to be mo
ved from the location specified by the parameter refposition
type above sentence

the parameter offset represents the number of bytes the file pointer is to be mo
ved from the location specified by the parameter refposition
time: 61846

0
your accuracy is 100%
your score is 161989
press 1 to retype
press 2 to prceed and 3 to exit
```

This is how my project "TYPE ME" works  without using any graphics.

# CHAPTER  5

# CONCLUSION

By the end of my project ,I have learned how to handle the cursor on console window with different special functions using C++ .