

TYPING TUTOR USING C++

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Introduction

- o An interactive graphical Typing Tutor game made using C++ (Console Based) having various difficulty levels and a fun Gameplay.
- o Typing is the basic command to run a computer and your typing speed plays a vital role while working in a computer to save time.
- o Here I have presented a Typing Tutor Project in C++ to measure users' typing speed and enhance their typing speed.
- o This is a simple console application written in **C++ programming language** and compiled using GNU GCC compiler on Code::Blocks IDE.

Objective

The Main objective of this project,

USERS:

- To enhance the typing speed
- To increase productivity rate
- Ability to type without any errors

PROGRAMMERS

- Ability to implement the concepts
- Increasing the coding knowledge
- Easy to rectify the errors

Methodology

In this project , we include more than five header files it helps us the code implement faster. The Header files are given below

```
#include<iostream>
#include<conio.h>
#include<dos.h>
#include <windows.h>
#include <time.h>
```

iostream: iostream stands for standard input-output stream. This header file contains definitions of objects like cin, cout, cerr, etc.

conio.h: header file is a non-standard header file that is used in C and C++ code. This file contains console input/output functions used primarily by MS-DOS compilers.

Methodology(cont...)

Dos.h: header file of C++ language contains functions for handling interrupts, producing sound, date and time functions etc.

windows.h: header file is used to access the Win32 API functions and it makes it easier for the user to use the in-built functionality.

Time.h :header file contains definitions of functions to get and manipulate date and *time* information. It describes three *time*-related data types.

USAGE OF FUNCTIONS IN THIS PROJECT:

void gotoxy()

The gotoxy() function places the cursor at the desired location on the screen. This means it is possible to change the cursor location on the screen using the gotoxy() function. It is basically used to print text wherever the cursor is moved.

Methodology(cont...)

void setcursor()

The setcursor() function to change the cursor style on the output screen. This function takes cursor-type as an argument and is declared under the conio.h header file.

void genAlphabet()

The void genAlphabet() display the separate and drop the characters in the console window.

void drawBorder()

The drawborder() function is used to design the outline in the console window it gives the good appearance in the console window.

Methodology(cont...)

void resetAlphabet()

The void resetAlphabet() function is used to reset all the alphabet after erase the character

This reset will helps to arrange after erase the character and this reset will helps to arrange characters in random manner this function is very important for this project.

void gameover()

The void gameover() function is used to display the “GAME OVER” this function is called when the alphabets will reaches the bottom line.

It will display the message and return back to main menu.

Methodology(cont...)

void eraseAlphabet()

The void eraseAlphabet() used to erase the typed letters by the user.

It will reduce the all the characters or alphabet will lead to won the game.

void updateScore()

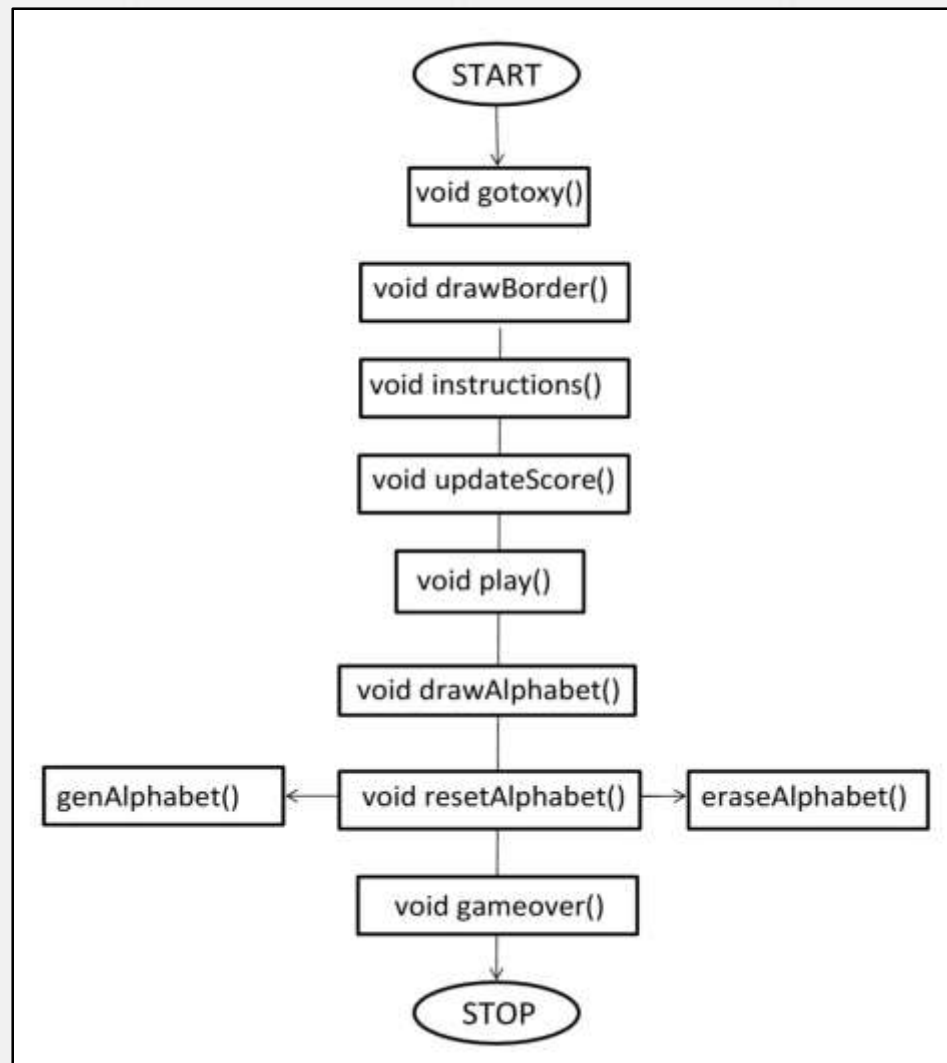
The void updateScore() used to update the score whenever the alphabets are pressed by the user it will update the score.

void instructions()

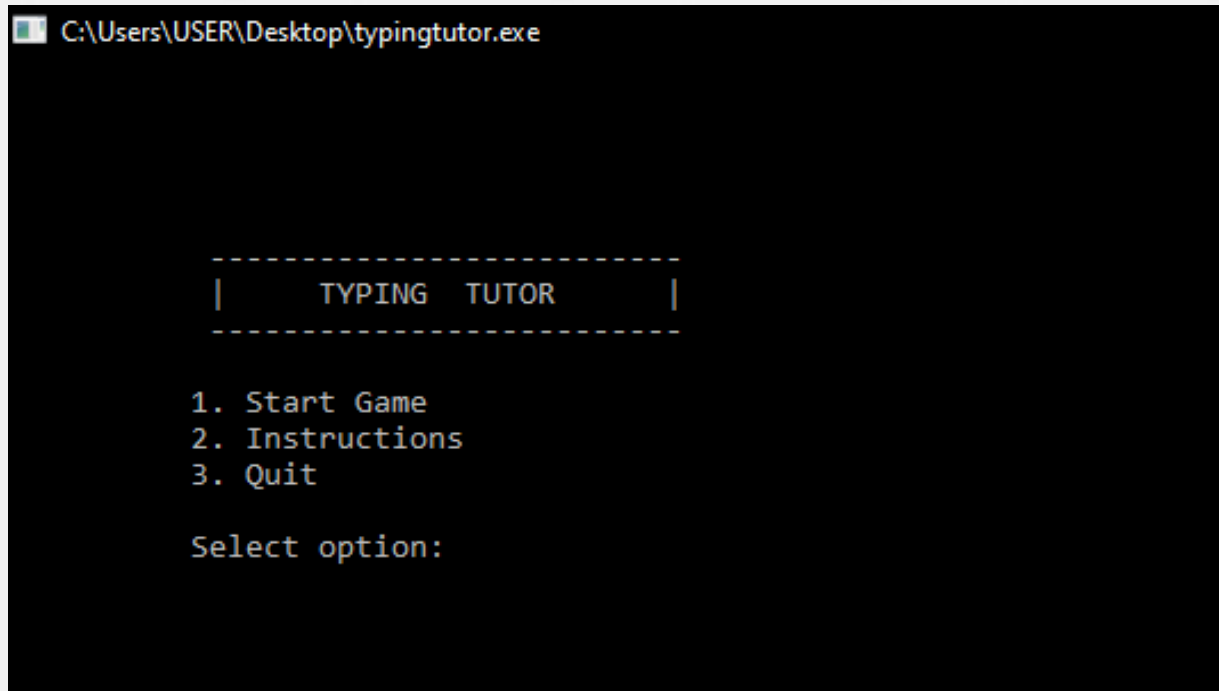
The void instructions() used to instruct the users the way to play the typing tutor game in easy manner.

In main menu instructions is the second option in the console window.

Flow chart



Expected Result & output



```
C:\Users\USER\Desktop\typingtutor.exe

-----
|      TYPING  TUTOR      |
-----

1. Start Game
2. Instructions
3. Quit

Select option:
```

C:\Users\USER\Desktop\typingtutor.exe

Press any key to start.

Typing Tutor

Score: 0

C:\Users\USER\Desktop\typingtutor.exe

E

F

B

A

T

J

K

SK_

Typing Tutor

Score: 6

Expected Result & output



```
C:\Users\USER\Desktop\typingtutor.exe

-----
----- Game Over -----
-----

Press any key to go back to menu.█
```

References

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<https://github.com/OSSpk/Typing-Tutor>

<https://iq.opengenus.org/typing-speed-project-in-cpp/>

<https://www.tutorialspoint.com/cplusplus-program-to-find-winner-of-typing-game-after-delay-timing>



Thank you