

PyCode Project Report

Typing Speed Tester

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TE EXTC A

Submitted in partial fulfillment for

PyCode: Programming Course

organized by

Dept. Electronics and Telecommunication Engg., SFIT



AY: 2020-21

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I. Introduction of Topic

For our project, we've made use of basic libraries and functions taught to us in the preceding workshop. We will be implementing the skills that we've learnt, throughout the workshop, in making a speed tester that will determine the speed of its users' typing.

Once the user runs the program, they will be prompted to type in a word. Once the user has typed in the word and clicked on submit, the program window will display the number of seconds the user took to type in said word

While being a fun game, this project can also be used as a way to improve one's typing speed.

We made use of the following libraries:-

tkinter : we used this library to create GUI

timeit : we used this one to record typing speed

random : to select a random word from the list that we defined in the program itself

II. Problem and Solution

PROBLEM :

A lot of people are not as familiar with technology as they need to be. This wasn't as major a issue as it is now due to the recent Digitalization of daily practices, especially due to the current state of the world (going through a pandemic) , we need to keep up with ongoing events and move ahead by keeping our daily routines in check in order to maintain a stable hold on the ground once we come out of it.

The major aspect of this global level advance in Digitalization is - typing. Which is something a majority of people weren't required to do on a daily basis, and therefore aren't at the top of their game.

SOLUTION:

We hope that, with the help of our speed test, these people can analyze their weak areas (whether it is typing speed or accuracy) and work on it. This will help them realize where they are lacking and therefore set up some time aside to practice and eventually, keep up with the rest of their team. Our code is a simple tool for that speed assesment.

III. Source Code

```
from tkinter import *
from timeit import default_timer as timer
import random

window = Tk()
window.geometry('450x200')

x = 0

def game():
    global x
    if x==0:
        window.destroy()
        x = x+1

def check_result():
    if entry.get() == words[word]:
        end = timer()
        print("Your time was {} seconds".format(end-start))
    else:
        print("Wrong spelling!!")

words = ['programming', 'coding', 'samosa', 'tea', 'blahblah', 'youtube', 'python', 'college']
word = random.randint(0, (len(words) - 1))
start = timer()
windows = Tk()
windows.geometry('450x200')
x2 = Label(windows, text=words[word], font="times 20")
x2.place(x=70, y=50)
x3 = Label(windows, text="Let's see how fast you can type....", font="times 20")
```

```
x3.place(x=10, y=10)
entry = Entry(windows)
entry.place(x=280, y=55)
b2 = Button(windows, text='SUBMIT', command=check_result, width=12, bg='gray')
b2.place(x=150, y=100)
b3 = Button(windows, text='TRY AGAIN', command=game, width=12, bg='gray')
b3.place(x=250, y=100)
windows.mainloop()
```

```
x1 = Label(window, text = "Let's start this game ... ", font = "times")
x1.place(x=10, y=10)
```

```
b1 = Button(window, text = 'START', command = game, width = 12, bg = 'gray')
b1.place(x = 150, y = 100)
```

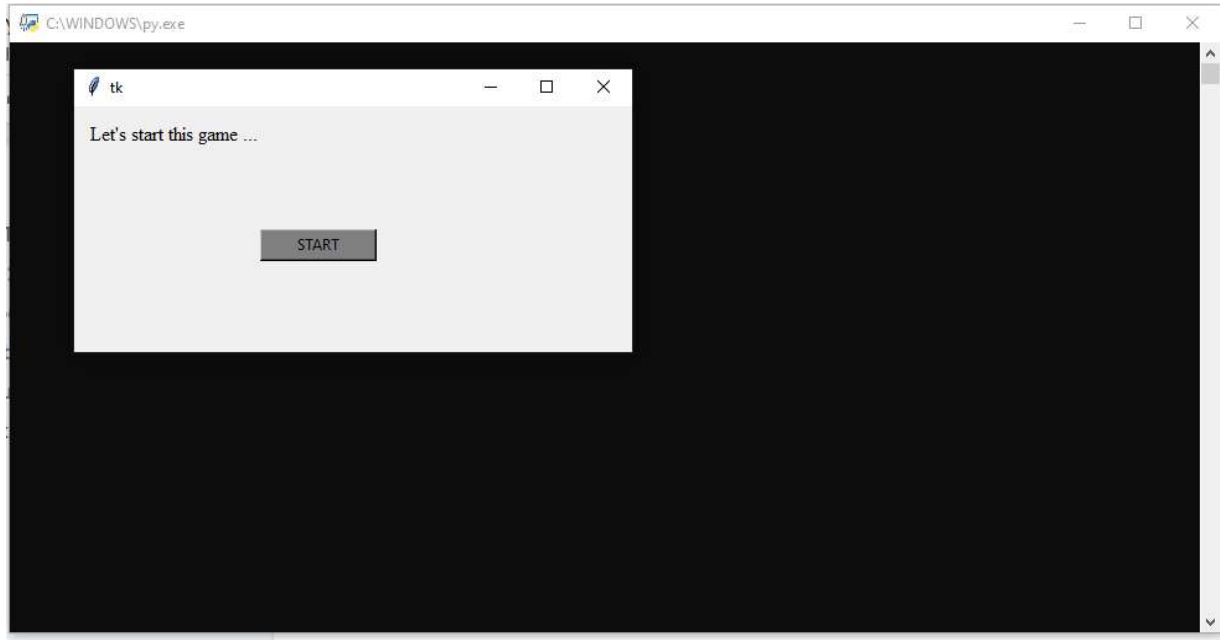
```
window.mainloop()
```

CODE ON DRIVE LINK :

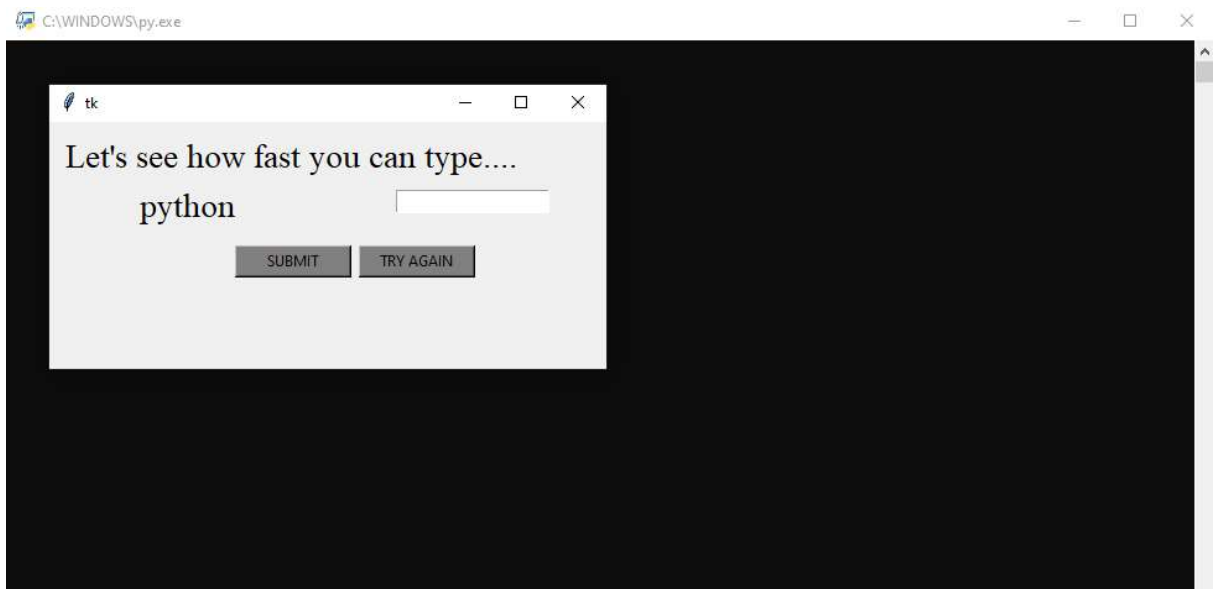
https://drive.google.com/drive/folders/12c32W1RQ9X03Tdx6nuju0B3p9MZ_5QcC?usp=sharing

IV. Output

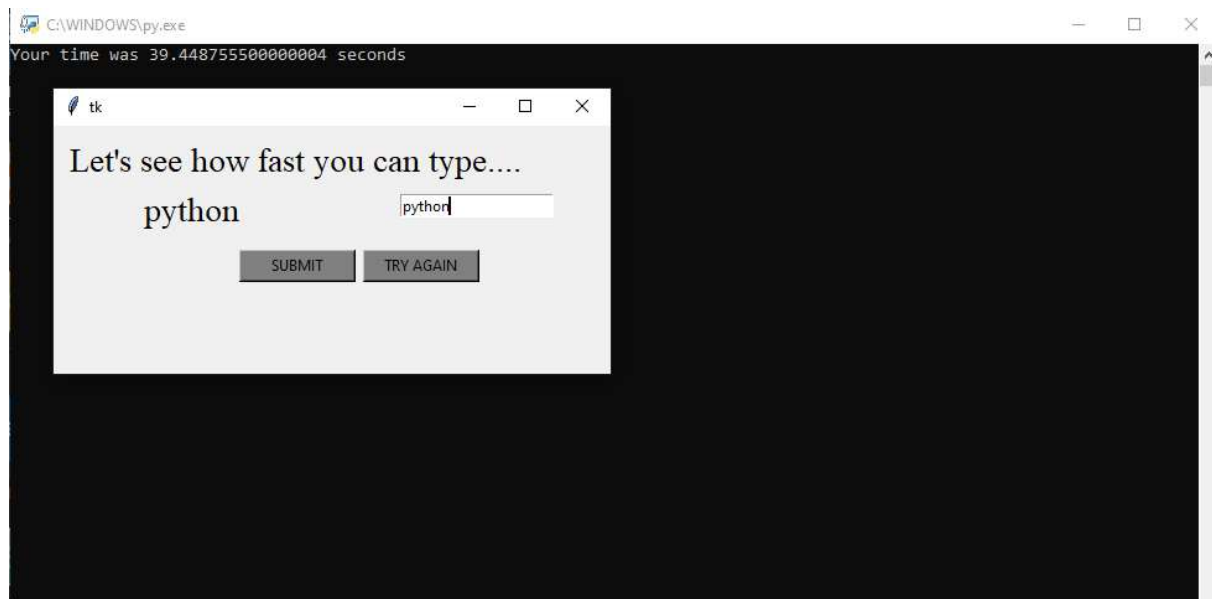
Once the user starts the program:-



After the user clicks on start-



once the user types in the required word and clicks on submit



Incase the user makes a spelling error

