

DESCRIPTION OF OBJECTS IN Typing.java

Variables:

GridPane root: The pane that has all of the items shown in the Typing GUI.

Int numChars: The number of chars in the given paragraph.

TextFlow paragraphLabel: Contains all of the Text objects that form the given paragraph.

Text[] chars: the chars that make up the given paragraph.

Long startTime: the time that the user started typing.

Boolean timeSet: True if the start time has already been set.

Boolean done: True if the final result has been displayed.

Label wpmLael: Indicates the user's final WPM result.

WriteCSV writeCSV: An object used to write results to the csv.

Functions:

Typing(WriteCSV writeCSV): Constructor that sets up the GUI and initializes all variables.

Param writeCSV: The object that will be used to write the final scores to the CSV file.

reset(ActionEvent actionEvent): Resets the game.

start(ActionEvent actionEvent): Starts and runs the game.

correct(): Runs the events when the user selects the correct button in the sequence..

getRoot(): returns the pane that is the game's GUI.

injectBackArrow(Button back): injects a button to return the user to the home screen.

Param back: The button to be injected.