

PROJECT 1 : **TYPING SPEED CALCULATOR**



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While I was making this project , a lot of information that I found helped me in chapter and I am glad that I was able to complete this project and was able to understand many things.

It gave me an immense pleasure while doing this project because it was not just a project but , a source to learn not just about chapter but also I inculcated many qualities like responsibility , punctuality , confidence and what not.

The journey of making this project was so nice and in all this my teachers who supported me all the time , cleared my doubts and the parents support also played a big role and my friends too helped me . I thank to all of them and wish that they keep supporting me like this.

Doing work on time is something everyone needs to learn and through this project I have improved my timing and also it made my thinking skills better .

A project is a bridge between theoretical and practical learning and with this thinking I worked on the project and made it successful due to timely support and efforts of all who helped me.

Once again thank you Sir/Ma'am to give me this project and to make me learn so many things .I have no more valuable words to express my thanks , but my heart is still full of favour received from every person.

ABOUT THE COMPANY:

Varcons Technologies Pvt Ltd is a digital service provider that aims to provide software, designing and marketing solutions to individuals and businesses. At VCT, we believe that service and quality is the key to success.

We provide all kinds of technological and designing solutions from Billing Software to Web Designs or any custom demand that you may have. Experience the service like none other!

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A BRIEF OVERVIEW ON THE PROJECT:

This Java project is a general-purpose, concurrent, class-based, object- oriented computer programming language that is specifically designed to have as few implementation dependencies as possible and it helps to learn how to define and call the function in code.

It is intended to let application developers "write once, run anywhere" (WORA), meaning that code that runs on one platform does not need to be recompiled to run on another and from doing this project we get know about class must allow the objects to cooperate during the execution.

2.ADVANTAGES AND CHALLENGES WHILE COMPLETING THE PROJECT.

As the groups were created by the company it was difficult to contact each and every person and coordinate as a team..

The purpose of making groups are to make numerous ideas come together and create a combination of all the ideas. Since the teammates were didn't know each other it took a lot of time for few people to speak up about what they wanted and their way of doing the project.

Overall it was a very new experience which made us learn about a lot of things including teamwork and what it actually means.

SOFTWARE AND HARDWARE REQUIRMENTS FOR JAVA PROJECT :

Hardware Requirement for Java :

Minimum hardware requirement to download Java on your Windows operating system as follows:

- Minimum Windows 95 software
- IBM-compatible 486 system
- Hard Drive and Minimum of 8 MB memory
- A CD-ROM drive
- Mouse, keyboard and sound card

Software requirement for Java :

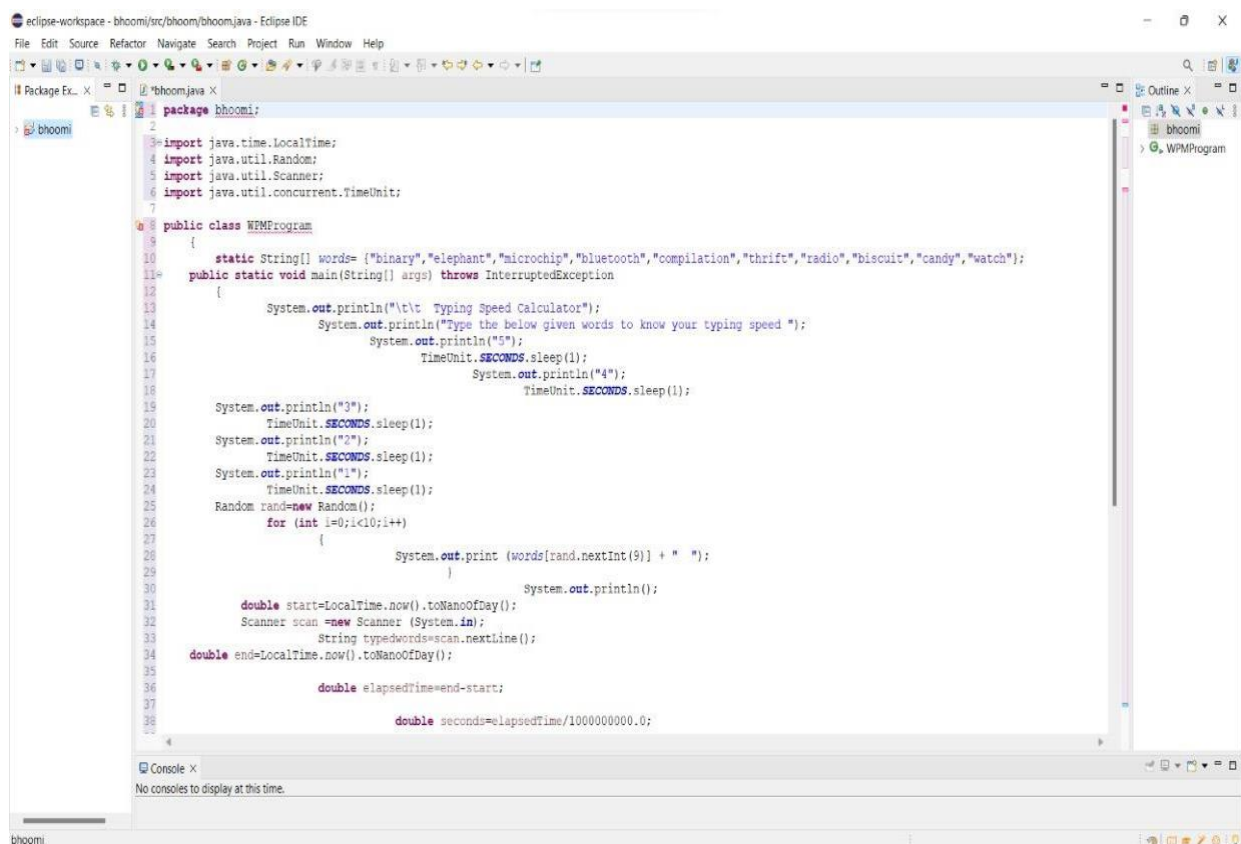
Nowadays, Java is supported by almost every operating systems. Whether it is a Windows, Macintosh and Unix all supports the Java application development. So you can download any of the operating system on your personal computer. Here are the minimum requirement.

The software require for project includes package necessary to successfully compile and build the program.

- Operating System
- Java SDK or JRE 1.6 or higher
- Java Servlet Container (Free Servlet Container available)
- Supported Database and library that supports the database connection with Java.

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IMPLEMENTATION OF THE PROJECT with Screenshots:

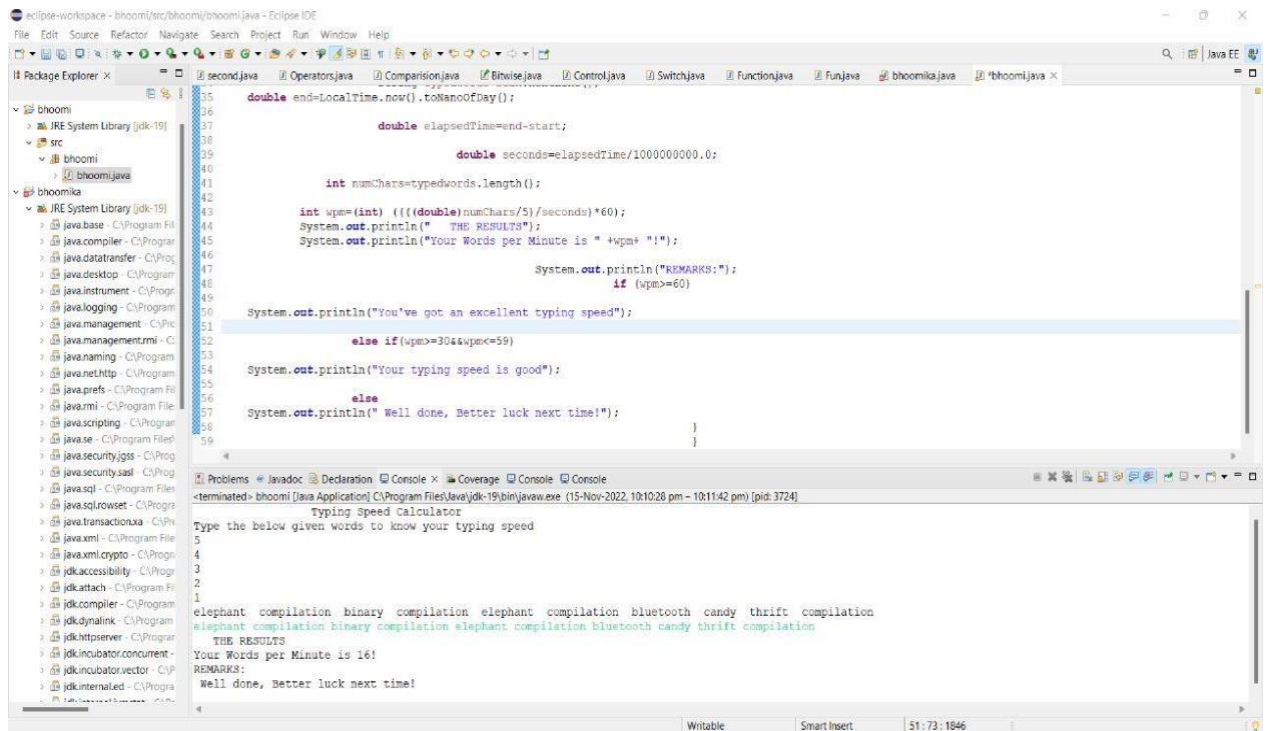


The screenshot displays the Eclipse IDE interface with a Java file named 'bhoomi.java' open. The code implements a 'Typing Speed Calculator' program. It includes imports for 'java.time.LocalDateTime', 'java.util.Random', 'java.util.Scanner', and 'java.util.concurrent.TimeUnit'. The 'main' method prints instructions, waits for 5 seconds, and then prompts the user to enter words. It uses a 'Random' object to select words from a predefined array and calculates the time taken to type them. The final output is the typing speed in seconds.

```
1 package bhoomi;
2
3 import java.time.LocalDateTime;
4 import java.util.Random;
5 import java.util.Scanner;
6 import java.util.concurrent.TimeUnit;
7
8 public class WPMProgram
9 {
10     static String[] words= {"binary","elephant","microchip","bluetooth","compilation","thrift","radio","biscuit","candy","watch"};
11     public static void main(String[] args) throws InterruptedException
12     {
13         System.out.println("\t\t Typing Speed Calculator");
14         System.out.println("Type the below given words to know your typing speed ");
15         System.out.println("5");
16         TimeUnit.SECONDS.sleep(1);
17         System.out.println("4");
18         TimeUnit.SECONDS.sleep(1);
19         System.out.println("3");
20         TimeUnit.SECONDS.sleep(1);
21         System.out.println("2");
22         TimeUnit.SECONDS.sleep(1);
23         System.out.println("1");
24         TimeUnit.SECONDS.sleep(1);
25         Random rand=new Random();
26         for (int i=0;i<10;i++)
27         {
28             System.out.print (words[rand.nextInt(9)] + " ");
29         }
30         System.out.println();
31         double start=LocalTime.now().toNanoOfDay();
32         Scanner scan =new Scanner (System.in);
33         String typedwords=scan.nextLine();
34         double end=LocalTime.now().toNanoOfDay();
35
36         double elapsedTime=end-start;
37
38         double seconds=elapsedTime/1000000000.0;
39     }
40 }
```

The console at the bottom shows the message: "No consoles to display at this time."

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```
double end=LocalTime.now().toNanoOfDay();
double elapsedTime=end-start;
double seconds=elapsedTime/1000000000.0;
int numChars=typedWords.length();
int wpm=(int) (((double)numChars/5)/seconds)*60;
System.out.println(" THE RESULTS");
System.out.println("Your Words per Minute is " +wpm+ "!");
System.out.println("REMARKS:");
if (wpm>=60)
System.out.println("You've got an excellent typing speed");
else if(wpm>=30&&wpm<=59)
System.out.println("Your typing speed is good");
else
System.out.println(" Well done, Better luck next time!");
}
```

Typing Speed Calculator

Type the below given words to know your typing speed

elephant compilation binary compilation elephant compilation bluetooth candy thrift compilation

THE RESULTS

Your Words per Minute is 16!

REMARKS:

Well done, Better luck next time!


```
Public class WPMProgram
{
Static String[] words=
{"binary","elephant","microchip","bluetooth","compilation","thrift","radio",
"biscuit","candy","watch"};
public static void main(String[] args) throws InterruptedException
{ /*Executable section begins*/
System.out.println("\t\t Typing Speed Calculator");
System.out.println("Type the below given words to know your typing
speed
");/*Instruction to the user*/
System.out.println("5");
TimeUnit.SECONDS.sleep(1);/*code to sleep for one second as unit code
is
imported in the program*/
System.out.println("4");
TimeUnit.SECONDS.sleep(1);
System.out.println("3");
TimeUnit.SECONDS.sleep(1);
System.out.println("2");
TimeUnit.SECONDS.sleep(1);
System.out.println("1");.
TimeUnit.SECONDS.sleep(1);
Random rand=new Random();/*Generating random number between 0
to
9*/
for (int i=0;i<10;i++)
{
System.out.print (words[rand.nextInt(9)] + " ");
}
System.out.println();
double start=LocalTime.now().toNanoOfDay();/*gets the current
nanosecond during the start*/
String typedwords=scan.nextLine();/*store String into typedword
variable*/
double end=LocalTime.now().toNanoOfDay();/*gets the current
nanoseconds
of the during the ending*/
double elapsedTime=end-start;
double seconds=elapsedTime/1000000000.0;
int numChars=typedwords.length();/* (x characters / 5) /1 min=y WPM
*/
}
```

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```
int wpm=(int) (((double)numChars/5)/seconds)*60);
System.out.println(" THE RESULTS");
/*Prints the results*/
System.out.println("Your Words per Minute is " +wpm+ "!");/*
System.out.println("REMARKS:");
if(wpm>=60)
/* Checks for the value of words per minute and
prints the suitable remarks*/
System.out.println("You've got an excellent typing speed")
else if(wpm>=30&&wpm<=59)
System.out.println("Your typing speed is good");
else
System.out.println("You can improve in your typing speed");
}
}/*Executable section ends*/
```

CONCLUSION:

Java is an object-oriented programming language. It is a general-purpose programming language which is designed to run developed java code on all platforms that support Java without recompilation. In this project 'THE TYPING SPEED CALCULATOR' , You can calculate typing speed with the words per minute (wpm) formula. In this java program, we'll create a countdown timer and random word generator, get user input and give back the typing speed!

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