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#include <iostream>
#include <string>
#include <chrono>
#include <iomanip>

using namespace std;
using namespace std::chrono;

// Function to calculate typing speed in WPM
float calculateWPM(int characterCount, float timeTakenInSeconds) {
    float wordsTyped = characterCount / 5.0; // Average word length assumed to be 5 characters
    float wpm = (wordsTyped / timeTakenInSeconds) * 60;
    return wpm;
}

// Function to calculate accuracy
float calculateAccuracy(const string& referenceText, const string& typedText) {
    int correctCount = 0;
    int totalCharacters = referenceText.length();

    // Compare each character
    for (int i = 0; i < totalCharacters; i++) {
        if (i < typedText.length() && referenceText[i] == typedText[i]) {
            correctCount++;
        }
    }

    return (float(correctCount) / totalCharacters) * 100;
}

int main() {
    string referenceText = "The quick brown fox jumps over the lazy dog.";
    string typedText;
    string temp;

    // Output the reference text
    cout << "Type the following text: \n";
    cout << referenceText << endl;
    cout << "Press Enter when you are ready to start..." << endl;
    cin.ignore(); // Wait for user to press enter

    auto start = high_resolution_clock::now();

    // Start typing input
    cout << "Start typing: \n";
    getline(cin, typedText);

    auto end = high_resolution_clock::now();

    // Calculate time taken for typing
    auto duration = duration_cast<seconds>(end - start);
    float timeTakenInSeconds = duration.count();

    // Calculate WPM and Accuracy
    int characterCount = typedText.length();
```

```
    float wpm = calculateWPM(characterCount, timeTakenInSeconds);
    float accuracy = calculateAccuracy(referenceText, typedText);

    // Output the results
    cout << fixed << setprecision(2);
    cout << "Typing Speed: " << wpm << " WPM" << endl;
    cout << "Accuracy: " << accuracy << "%" << endl;

    return 0;
}
```