

## *TYPING TUTOR PROJECT BY KHAFI*

### Description:

- The project works using the concepts of object oriented programming.
- It's a pretty simple project which uses simple functions but when connected together creates an interesting game.

### Working:

- We created separate classes for graphics, alphabets and gameplay and connected them together using the concepts of inheritance and polymorphism.
- We made the graphics class as the base class and inherited other classes with it.
- We used inbuilt functions like `GETStdHandle()` (This retrieves a handle to the specified standard device, In simple words it gets a handle which you can use to write to the console, then we used the function `SetConsoleCursorPosition` to use that handle as our `CursorPosition`).
- We used another inbuilt function (`rand()`) to generate random alphabets, stored them in an array and whenever the same alphabet is pressed a new alphabet gets generated and so on. (ASCII values used)

### Who did what:

Khafi ul konain (Coding)

Azam Irfan (Documentation & Presentation)