**TECHNICAL MANUAL: TYPETEST**

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OVERVIEW:

Typing speed these days matters. Computer is used in every field these days so, to have a good typing speed is a plus point. So, this application, Typetest, allows users to play and learn simultaneously. Increase the typing speed by typing the text that is generated randomly. Multiple users (single or double) can play this game. There is no restriction on the usage if this application, i.e. people of every age group can use this application. Users can compete among their peers and see who has made the highest scores, i.e. typing speeds.

VARIABLES USED:

FORM1:

**Buttons:**

Button\_single: Click here to play single player,

Button\_inst: To get instructions

Button\_quit: To quit application

Button\_score: To get high scores (top5) made so far

Button5(or Button\_double): To play double player

FORM2:

**Buttons:**

Button\_start1: to start the single player game

Button\_stop1: To stop the game and move to FORM1

Button\_restart1: To restart the game but with same username

**RichTextBox1**: Here user sees the source text to be typed

**TextBox1**: Here user types the text he/she sees in RichTextbox1

**Labels:**

Label\_correctwords: to show number of correct words till the game has been played

Label\_speed1: to show the typing speed of the player

Label10: to show the previous top score(if no one has played yet, it shows NA)

FORM3:

**Buttons:**

Button1: to show FORM1

Button\_back: to get to previous form

Button\_next: to pass form to Next player

Button\_start1: to start game

**Labels:**

Label1\_p1 & Label1\_p2: To show names players

Label\_correct1: To show correct words number

Label\_seconds1: to show seconds passed so far

Label\_speed1: to show speed

FORM4:

**Buttons:**

Button2\_start1: to start game

Button2\_back: to get back to previous form

**Labels:**

Label2\_speedp2 and Label2\_speedp2: to store speeds of players

Label2\_correct1: to show correct words number

**RichTextBox1**: Here user sees the source text to be typed

**TextBox1**: Here user types the text he/she sees in RichTextbox1

Timer1: to show time

Some labels are used to show time(in seconds)

FUNCTIONS and EVENTS:

Form1\_Load(): When Form1 is loaded, highscores.txt file is read and each value is stored in an array: output() and size\_out (both declared as a public variable) variable will store the size of the output() array.

Form2\_Load() and Form3\_Load(): Various buttons and textboxes are enabled and disabled.

Form3\_Load(): Text boxes are disabled and player1’s score(typing speed) is disabled.

Form2, Form3 and Form4, all these use timer function. Also, the TextBox1\_Keydown event takes input after space is pressed with some text into this box.

Corresponding to each button there is a click event.

WORKING:

When Button\_score is clicked, highgscores made so far are shown. When Button\_quit is clicked, user can exit the application.

When Single Player button is clicked, user will have to enter the username, username can’t be left empty. After clicking this, user will see a new window, where after pressing Start button, game is started and random text file is selected from 10 text files included in the setup and the text is shown in the texbox. Timer is also started having time limit 1 second. User will be typing the text in front of Type Here box. After typing each word, Space bar is to be pressed, and if typed word matches with the first word of the Source Text box, Correct words will increase by one. And corresponding speed will be shown.

Once the timer stops, textboxes are disabled and if this user has made a new high score, a msgbox will pop out. Also, after every player has played, his/her stats will also be shown. Stop button will tack user back to opening window(main). With Restart button, user can restart his/her game again.

When Double Player is clicked, it will ask users to enter user names (of both players). At a time, only single player can play the game. Player1 will play first, click start button and like in single player game, it will take input and show corresponding speed and correct words. On this window, name of both the players and there corresponding speed are displayed on both Player1’s and Player2’s windows. Once Player1 has played, he will have to click Next Player button and second Player will start typing. A simple comparison gives, when timer stops, the name of the winner will be shown.

LIMITATIONS:

1. User can’t clear all the previous high scores made. Although a file highscores.txt is include in the setup where anyone can manually replace the high scores.
2. User can’t type a name with “\*” in his name as the program I am using to display name and scores splits the text with “\*” in between.
3. User will have to play turn wise.
4. Time I have used is fixed i.e. 1 minute.
5. A simple copy paste method will work but then he will have to copy each word every time and then paste and press space bar.
6. If multiple users with same username are playing, it won’t tell that same username exists.

REFRENCES:

1. [www.stackoverflow.com](http://www.stackoverflow.com)
2. <http://www.youtube.com/watch?v=1f0RBAn2EAo>
3. <http://www.youtube.com/watch?v=NopKX7SG2ag>
4. [www.msdn.microsoft.com/](http://www.msdn.microsoft.com/)