



UNIVERSITY OF PETROLEUM AND ENERGY STUDIES, DEHRADUN

# Synopsis Report Of Typefast game C

S. No	Students Name	Sap Id	Course
1.	PARTH DALELA	590024680	B.Tech CSE B-57

## INDEX:-

<b>S.No.</b>	<b>Heading/Outline</b>
<b>1</b>	<b>Title of the project</b>
<b>2</b>	<b>Introduction</b>
<b>4</b>	<b>Problem statement</b>
<b>5</b>	<b>Objective</b>
<b>8</b>	<b>Work done till now</b>
<b>9</b>	<b>Tools Used</b>
<b>10</b>	<b>Flowchart</b>
<b>11</b>	<b>Platform used</b>

## **Introduction**

The *TypeFast* game is a console-based application developed using the C programming language. It is designed to help users improve their typing speed and accuracy through interactive challenges. The game displays random words or sentences, tracks typing time, and evaluates performance based on speed and correctness.

---

## **Problem Statement**

Many users lack engaging and lightweight tools to practice typing skills. Existing solutions are often web-based, require internet access, or demand high system resources. This project aims to provide an offline, resource-efficient alternative using basic C programming.

---

## **Objective**

To develop a simple, interactive typing game that measures typing speed (Words Per Minute) and

accuracy. The game uses standard C libraries and console I/O to create a responsive and educational experience.

---

## **Work Done Till Now**

- Implemented random word generation using `rand()` and `time()` functions.
  - Captured user input and compared it with target text.
  - Measured typing duration using `clock()` or `time()` functions.
  - Calculated WPM and accuracy.
  - Added basic replay and result display functionality.
- 

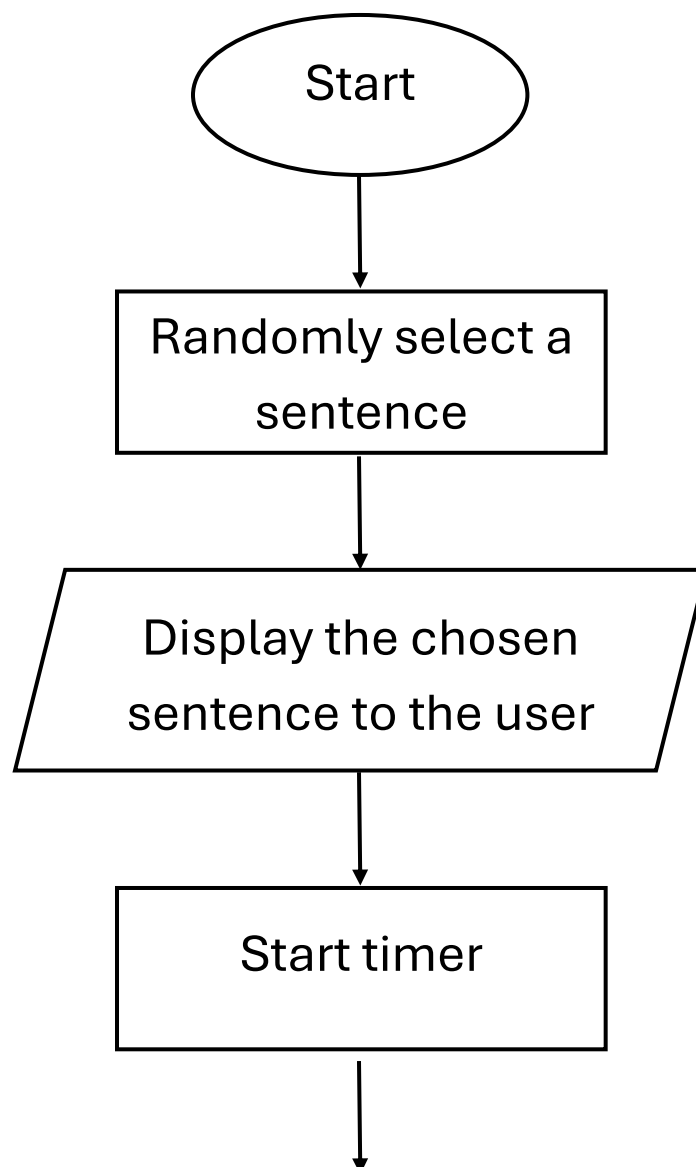
## **Tools Used**

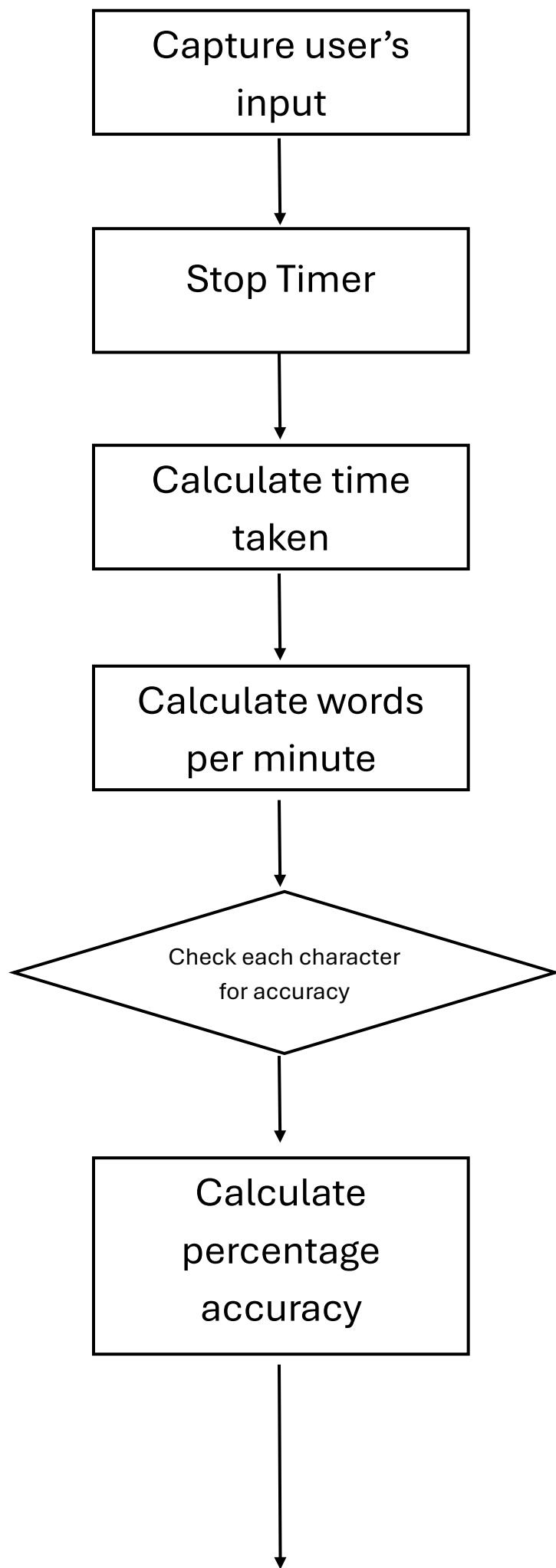
- **Programming Language:** C
- **IDE:** Visual Studio Code

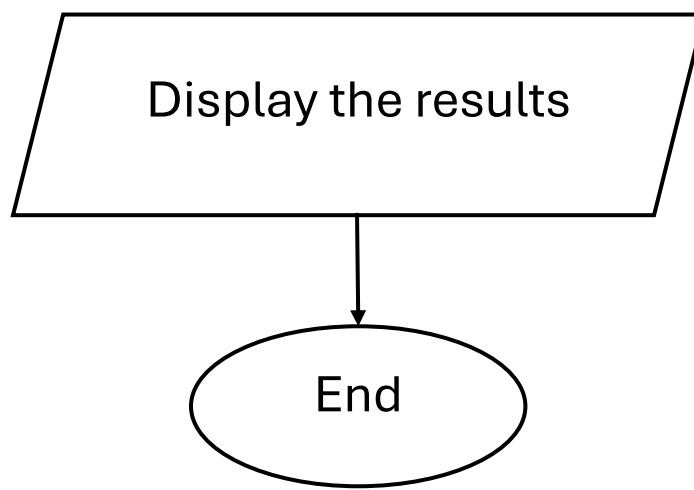
- **Libraries:**

- – Input/Output operations
  - – Utility functions
  - – Timing and randomization
  - – Real-time input
- 

- **Flowchart:**







---

• **Platform :** VS code Terminal

---