

Project - Speed Typing Test in Python

This code is a simple typing speed application using Tkinter in Python. The application displays a random word and asks the user to type it as quickly as possible. After typing the word, the user can click the "Done" button to check their typing speed. If the input matches the displayed word, the application calculates and prints the typing speed. Otherwise, it shows "Wrong Input." The user can also click the "Try Again" button to play the game again with a new random word.

step:

- 1.Importing the necessary libraries
- 2.Defining the main window and global variables
3. Defining the game function
4. Defining the check_result function
5. Defining the main window contents
6. Running the main window

Please note that the current implementation of calculating typing speed is simple and may not handle edge cases or provide advanced accuracy. The application could be further enhanced by implementing more robust input validation and providing a better user interface. Additionally, displaying the typing speed in the Tkinter window itself instead of printing it to the console would make the user experience more intuitive.