import tkinter as tk

import random

import time

sentences = [

"Typing speed is measured in words per minute.",

"Python is a simpl programming language.",

"Practice makes a person perfect in typing.",

"Tkinter makes GUI development simple and fast.",

"Artificial Intelligence is shaping the future."

]

start\_time = 0

selected\_sentence = ""

def start\_test():

global start\_time, selected\_sentence

selected\_sentence = random.choice(sentences)

sentence\_label.config(text=selected\_sentence)

entry.delete(0, tk.END)

result\_label.config(text="")

start\_time = time.time()

def check\_speed():

end\_time = time.time()

typed\_text = entry.get()

time\_taken = end\_time - start\_time

if typed\_text.strip() == "":

result\_label.config(text="Please type something!")

return

word\_count = len(typed\_text.strip().split())

wpm = round((word\_count / time\_taken) \* 60)

if typed\_text.strip() == selected\_sentence:

result = f"Correct! Your typing speed is {wpm} WPM."

else:

result = f"Incorrect! You typed {wpm} WPM."

result\_label.config(text=result)

root = tk.Tk()

root.title("Typing Speed Test")

root.geometry("600x300")

root.config(bg="white")

instruction = tk.Label(root, text="Click 'Start Test' and type the sentence as fast as you can.", bg="white")

instruction.pack(pady=10)

sentence\_label = tk.Label(root, text="", font=("Arial", 14), wraplength=500, bg="white")

sentence\_label.pack(pady=10)

entry = tk.Entry(root, font=("Arial", 12), width=70)

entry.pack(pady=10)

start\_btn = tk.Button(root, text="Start Test", command=start\_test, bg="#4CAF50", fg="white")

start\_btn.pack(pady=5)

check\_btn = tk.Button(root, text="Check Speed", command=check\_speed, bg="#2196F3", fg="white")

check\_btn.pack(pady=5)

result\_label = tk.Label(root, text="", font=("Arial", 12), fg="black", bg="white")

result\_label.pack(pady=10)

root.mainloop()