

Typing Speed Tester

Project submitted to the
SRM University – AP, Andhra Pradesh
for the partial fulfillment of the requirements to award the degree of

Bachelor of Technology/Master of Technology

In

**Computer Science and Engineering
School of Engineering and Sciences**

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Certificate

Date: 16-Nov-22

This is to certify that the work present in this Project entitled “**Typing Speed Tester**” has been carried out by

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under my/our supervision. The work is genuine, original, and suitable for submission to the SRM University – AP for the award of Bachelor of Technology in **School of Engineering and Sciences.**

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We would like to thank the SRM AP faculty for giving us the opportunity to work on a project.

A group project can never be done by a single person. So, we appreciate our whole hearted help and support from our group members in completing our project.

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Abstract

The earliest typing machines were created and patented in the 1700s, and the first ones were produced in the 1870s. These devices used "blind typing" technology, where characters were written on papers that were turned upside down and were not visible until they were fully typed.

Since then, there have been a number of improvements that are more user-friendly and efficient in terms of design, layout, technology, and function. Over the years, the typewriter underwent a significant transformation that led to its ultimate electronic transformation and eventual near-obsolescence as we entered the era of computers and the invention of the keyboard. The keyboard is the most popular computer interface in use today and is a crucial tool that many of us take for granted.

Our project is based on the concept of Typing Speed Tester System.

This mini project contains a few features but the essential ones as seen below:

We are going to make a simple Typing Speed Test with Python and its built-in UI Library Tkinter. The user has 60 seconds to type as many words as possible, and after that, we show how many words were written.

- There will be a counter which tells the user how much time has gone by, and the part where he writes will be split in two.
- On the left are the letters/words that have already been written, and on the right, we see the letters that will be written.
- We always want the user to type the letter which is currently on the left of the gray letters so that letter moves over.

Statement of Contributions (Optio

[Give the responsibilities and contributions of the candidate in each paper] [For example: Idea, data simulation, analysis, experimental work, and manuscript writing, etc.]

Paper I: Responsible for XXX, YYY,

Paper II:

1. Introduction

Throughout the centuries mankind has evolved in many different ways and so did their perception and way of thinking. The advancement of technology throughout the years has had a significant impact on how we view our society. Life before these technological advancements was quite difficult. Technologies are currently opening up a plethora of possibilities, a crucial function for the current and future generations.

Because of the current technological advancements, it may appear that typing is not as crucial a skill as it previously was. With the advancements made by Google Home, Alexa, Cortana, and Siri, for instance, we are growing more accustomed to speaking to our gadgets. However, typing is still a fundamental ability and one of the most crucial computer skills you can master. Anyone who anticipates using a computer in their daily lives should regard learning to type quickly and accurately as a vital skill. The advantages of learning to type quickly include the following.

Save time

The majority of us will spend a lot of time typing at work. You will undoubtedly have to type on a computer keyboard on a weekly or even daily basis whether you work in an office or not. It makes sense that the faster you type, the more time you will save. You may wind up saving a lot of time if you can type out a report fast and accurately, or even if you have to send an email.

2. Methods/Modules Used:

1. Tkinter Module for coding a user-friendly interface as introduced in class. It contains many functions such as `create_text()`, `create_rectangle()`, `label()`, `button()`, `bind_all()` that make the user interface interactive.

2. Random Python Random module is an in-built module of Python which is used to generate random numbers. These are pseudo-random numbers means these are not truly random. This module can be used to perform random actions such as generating random numbers, print random a value for a list or string, etc.

3. Specifications of the Project

Tkinter

Tkinter is part of all common Python distributions is the de facto method for creating Graphical User Interfaces (GUIs) in Python. It's the only framework included in the Python standard library, in fact.

This framework functions as a thin object-oriented overlay on top of Tk and offers an interface to the Tk toolkit. For creating application interfaces, the Tk toolkit provides a cross-platform collection of "graphical control components," sometimes known as widgets.

HARDWARE REQUIREMENTS:

Hard Disk: 1 GB or above

RAM: 512 MB

Processor: Intel Pentium or above

SOFTWARE REQUIREMENTS:

Language used: Python

Operating System: Windows XP or above

Compiler Compatibility: GDB Online Compiler

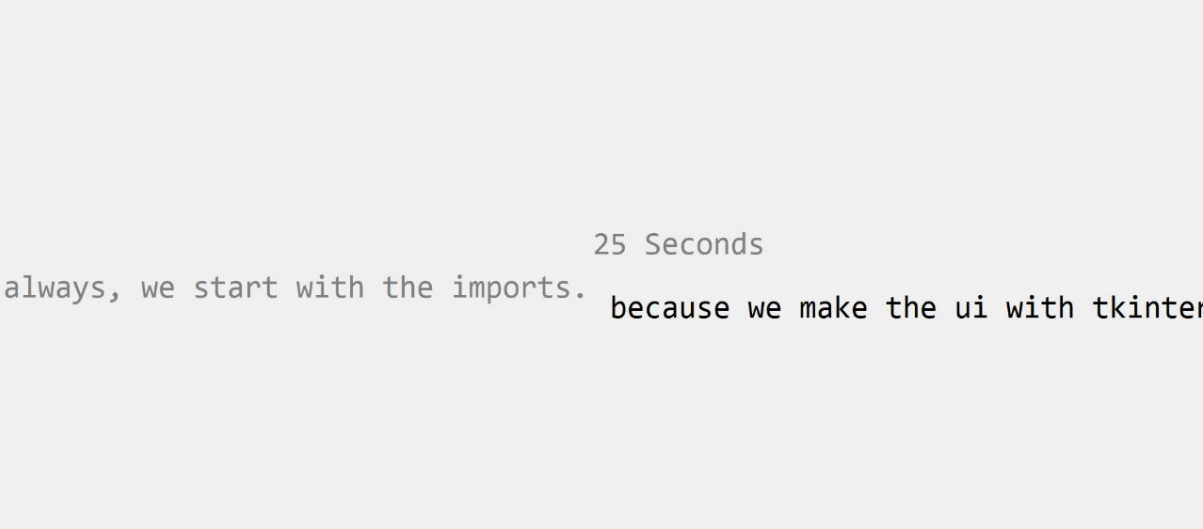
/CodeChef/HackerRank/Code Blocks/Visual Studios/Jupyter Notebook

4. Future Work

- This project can work on pc and laptop ,this can also be extended to other devices like mobile, tabs etc.
- In order to make this more user friendly the GUI should be improved.
- The user should get more liberty in choosing the text that he wants to practice with.
- Providing a section for the users where they can share their feedback.

5. Sample Input/ Output

Figure 1: Input/Output



```
25 Seconds
always, we start with the imports. because we make the ui with tkinter
```