MLDS PROJECT

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Introduction: -

With the fast-moving world and pages of code to type we need to optimize the time we spend just on typing. We can do so by increasing our typing speed and using the rest of the time in building logic. So, we can make it interesting by learning through our own pace.

Explanation: -

Modules used: -

1.import tkinter :-

tkinter is the most commonly and friendly used GUI (Graphical user interface). Python with tkinter is the fastest and easiest way to create the GUI applications.

2.import random :- Shuffling List
random.shuffle() method is used to shuffle a sequence (list). Shuffling means changing the position of the elements of the sequence. Here, the shuffling operation is inplace.

Syntax:

```
random.shuffle(sequence, function)
```

3.From tkinter import messagebox :-

Python Tkinter – MessageBox Widget is used to display the message boxes in the python applications. This module is used to display a message using provides a number of functions.

messagebox.Function_Name(title, message [, options])

Fontlabel.place :-

This is for giving the dimensions of the root title.

Startlabel.place :-

This is for giving dimensions for where it is placed.

wordentry.focus_set() :-

This method is used to set the focus on the desired widget.

Root.bind :-

 When we bind keyboard buttons with the tkinter window, whenever we press special characters, we will only get space while in the case of alphabets and numerical we will get actual values (in the string). For accepting the entry, we need this.

Fontlabel.after :-

It's for the sliding of the root title.

wordentry.delete(0, END) :-

Once entered words in the box won't get deleted if this is not there.

get() : Returns the entry's current text as a string.

delete (): Deletes characters from the widget

When the code is compiled, a tab opens which gives some random words when we start typing the timer decreases with time and we should type the words as fast as we can, after the completion of time we will get the result of our attempt.

SOURCE CODE :-

```python
from words import words

def slider():
    global count,sliderwords
    text='TEST YOUR SPEED'
    if count>= len(text):
        count = 0
        sliderwords =''
    sliderwords += text[count]
    count +=1
    fontlabel.configure(text=sliderwords)
    fontlabel.after(150,slider)


def time():
    global timer,score,miss
    if timer>11:
```

```python
        pass
    else:
        timerlabelcount.configure(fg = 'red')
    if timer>0:
        timer -= 1
        timerlabelcount.configure(text=timer)
        timerlabelcount.after(1000,time)
    else:
        gameinstruction.configure(text='Hit = {} | Miss = {} | Total
Score = {}'
                            .format(score,miss,score-miss))
        rr= messagebox.askretrycancel('Notification','Wanna Play
Again!!!!')
        if rr==True:
            score=0
            miss=0
            timer=45
            timerlabelcount.configure(text = timer)
            wordlabel.configure(text = words[0])
            scorelabelcount.configure(text = score)
            wordentry.delete(0, END)
```

```python
def startgame(event):
    global score, miss
    if timer==45:
        time()
    gameinstruction.configure(text='')
    startlabel.configure(text='')
    if wordentry.get() == wordlabel['text']:
        score +=1
        scorelabelcount.configure(text=score)
    else:
        miss +=1
    random.shuffle(words)
    wordlabel.configure(text=words[0])
    wordentry.delete(0,END)


from tkinter import *
import random
from tkinter import messagebox
```

```python
################################################
root= Tk()

root.geometry('800x600+400+200')

root.title('TEST YOUR SPEED')



################################################



score=0

miss=0

timer=45

count=0

sliderwords=''



#####################################################
############
fontlabel=Label(root,text='',font=('airal',25,

            'italic bold'),fg='red',width=40)

fontlabel.place(x=10,y=10)
```

```python
slider()


startlabel=Label(root,text='Start Typing',font=('airal',30,
          'italic bold'),fg='blue')
startlabel.place(x=275,y=50)


random.shuffle(words)
wordlabel=Label(root,text=words[0],font=('airal',45,
          'italic bold'),fg='black')
wordlabel.place(x=350,y=240)



scorelabel=Label(root,text='Your Score:',font=('arial',25,
          'italic bold'),fg='red')
scorelabel.place(x=10,y=100)


scorelabelcount=Label(root,text=score,font=('arial',25,
          'italic bold'),fg='green')
scorelabelcount.place(x=150,y=180)
```

```python
timerlabel=Label(root,text='Time Left:',font=('arial',25,
        'italic bold'),fg='red')
timerlabel.place(x=600,y=100)


timerlabelcount=Label(root,text=timer,font=('arial',25,
        'italic bold'),fg='green')
timerlabelcount.place(x=600,y=180)



gameinstruction= Label(root,text='Type the Word and hit enter
button',
                font=('arial',25,'italic bold'),fg='grey')
gameinstruction.place(x=150,y=500)



##########################################################
####################
```

```python
wordentry = Entry(root,font=('airal',25,'italic
bold'),bd=10,justify='center')

wordentry.place(x=250,y=330)

wordentry.focus_set()



##################################################
#############

root.bind('<Return>',startgame)

root.mainloop()
```