

GUI for Speed Typing Game using Python

FIRST COUNTINUOUS ASSESMENT REPORT

BACHELOR OF TECHNOLOGY

in

COMPUTER SCIENCE AND ENGINEERING

Submitted to: Bhupinder Kaur

By:

<i>S.no.</i>	<i>Name</i>	<i>Roll No.</i>	<i>Registration no.</i>
1.	Manthan Ugemuge	19	11906185
2.	Md Aamir Sohail	26	11906194
3.	Shivam Kumar	44	11906335

Courses Code: INT213



School of Computer Science and Engineering

Lovely Professional University

Phagwara, Punjab (India)

Objective

The primary objective of this project is to implement what we've learnt throughout our Python Programming. In this we used our skill of python programming implementing to its best to make Speed Typing Game.

Speed Typing Game here tests our ability of typing through keyboard in Fun and Learning way. Here Scoreboard is used to compete with ourselves to do better in future applying proper combination and Keystrokes .

In this Python project idea, we are going to build an exciting project through which you can check and even improve your typing speed. For a graphical user interface, we are going to use the Tkinter library which is used for working with graphics. We will draw the images and text to be displayed on the screen.

Introduction

Nowadays Computer is being daily Part of our life and typing or being fast in this time of computing era is necessity our program helps not only to make our speed better in typing but also helps us to get better at our vocabulary learning new words in fun and effective way is very important. Therefore, it becomes important to take care of our Typing Speed and for that we need to keep track of our Speed, that's where our Speed Typing Game come into play. Speed Typing Game is used to calculate the Typing level of an individual, and also provide us with Realtime Scoreboard, Accuracy, Words Per Minutes (WPM). This project is no exception, it has been coded in python and comes with a graphical user interface to facilitate the users. This project has 10 different modules which includes, Tkinter, Time, Threading, Random These four modules were already defined inbuilt by Python library. And five other modules defined by our team are First.py, Second.py, Mainfile.py, Register.py, Noofregistercandidates.py and Mysql.

This project also includes SQL database connectivity that helps the use to store their report and then fetch it later, when required. Below given is the description of each module.

- **Tkinter Module**

Tkinter is a Python binding to the Tk GUI toolkit. It is the standard Python interface to the Tk GUI toolkit, and is Python's de facto standard GUI. Tkinter is included with standard Linux, Microsoft Windows and Mac OS X installs of Python. The name Tkinter comes from Tk interface. Its main uses are to level and designing of Windows functioning. Displaying Text and Images with Label Widgets.

- **Time Module**

We are using this module in our Program to calculate the amount of time required per person for typing any particular Word or Calculating one's typing Speed. This module provides various time-related functions. For related functionality, we used here to tally users time limit of specific words how he can type faster.

- **Threading Module**

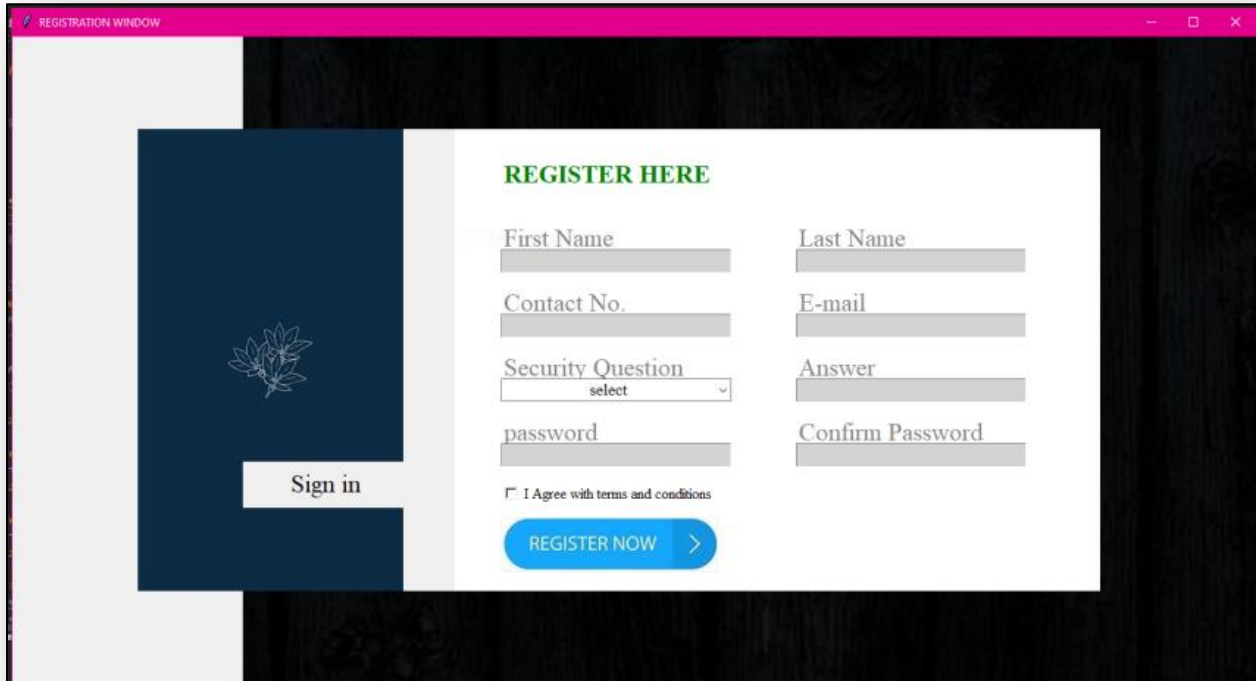
This module constructs higher-level threading interfaces on top of the lower level thread module. In Python Threading allows us to have different parts of our program run concurrently and simply our design. If you've got some experience in Python and want to speed up your Program using threads, then this is used for Separate flow of execution in our Program as while playing typing game we need to show user time taken to type words and score board who is leading in this game.

- **Random Module**

This module implements pseudo-random number generators for various distributions. For our program we used because we want user to get words randomly without any guess that he/she could be active while playing rather than playing experience gets better. For sequences, there is uniform selection of a random element, a function to generate a random permutation of a list in-place, and a function for random sampling without replacement.

GUI Screenshots:

1.Register Module:

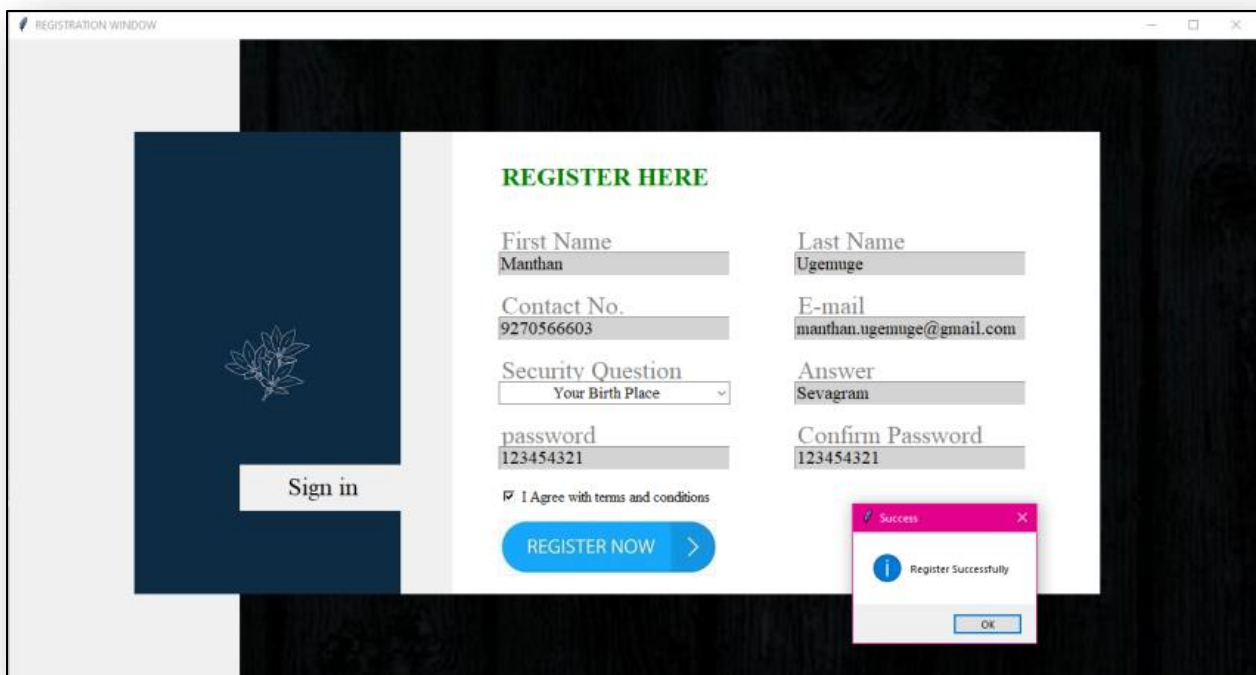


The screenshot shows a web application window titled "REGISTRATION WINDOW". On the left is a dark blue sidebar with a white floral logo and a "Sign in" button. The main content area is white and titled "REGISTER HERE" in green. It contains a registration form with the following fields:

Field	Input
First Name	
Last Name	
Contact No.	
E-mail	
Security Question	select
Answer	
password	
Confirm Password	

Below the form is a checkbox labeled "I Agree with terms and conditions" and a blue "REGISTER NOW" button with a right arrow.

2. Register Module: (with input values)

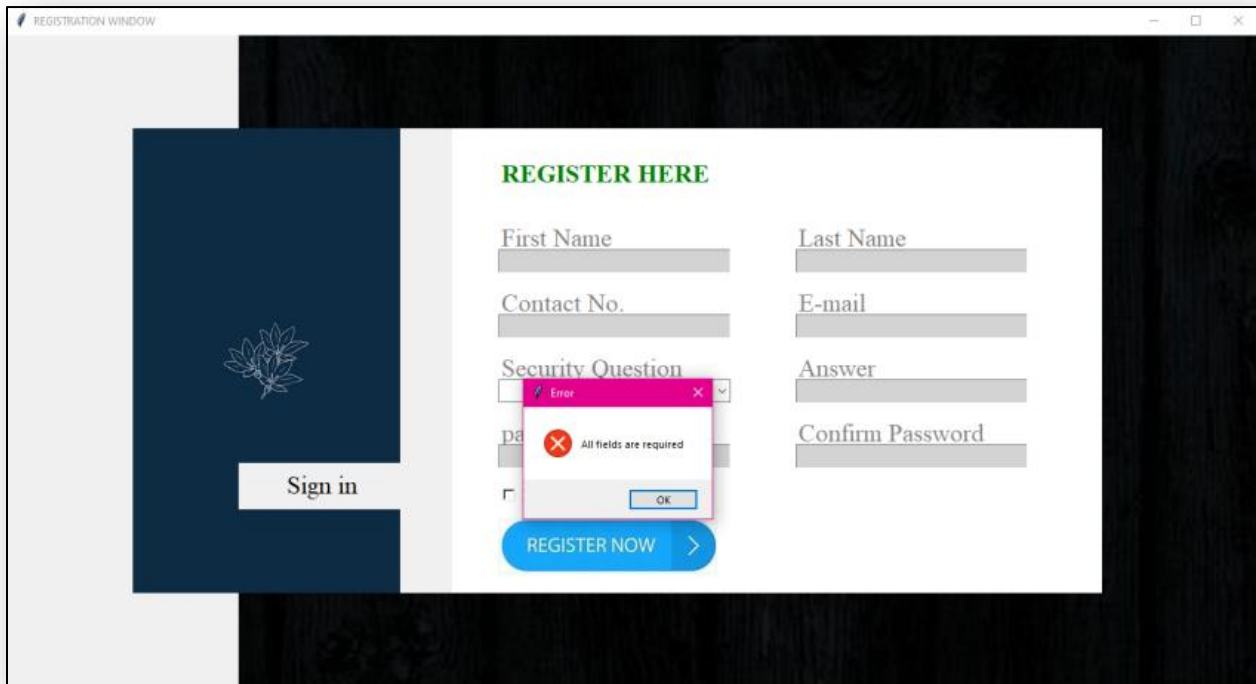


This screenshot shows the same registration form as the previous one, but with input values. A small success message dialog box is also visible in the bottom right corner.

Field	Input
First Name	Manthan
Last Name	Ugemuge
Contact No.	9270566603
E-mail	manthan.ugemuge@gmail.com
Security Question	Your Birth Place
Answer	Sevagram
password	123454321
Confirm Password	123454321

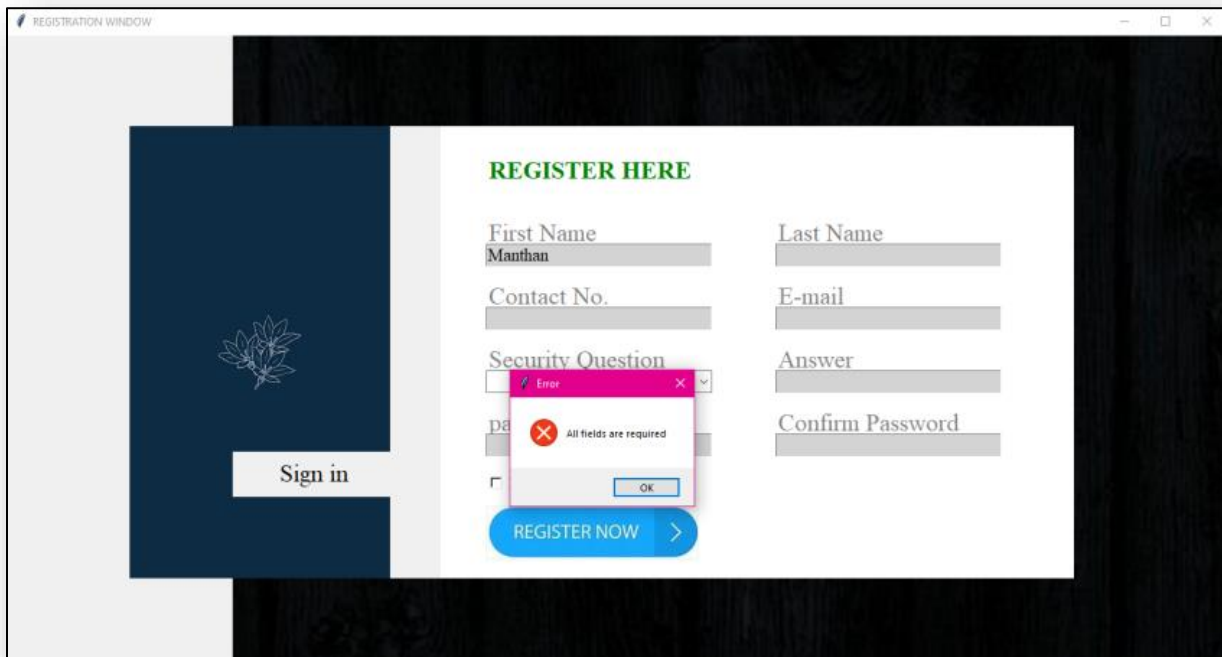
The "I Agree with terms and conditions" checkbox is checked. The "REGISTER NOW" button is still present. The success message dialog box in the bottom right corner says "Success" and "Register Successfully" with an "OK" button.

3. Register Error: *(without complete input values)*



The screenshot shows a web application window titled "REGISTRATION WINDOW". On the left, there is a dark blue sidebar with a white floral logo and a "Sign in" button. The main content area is white and titled "REGISTER HERE" in green. It contains several input fields: "First Name", "Last Name", "Contact No.", "E-mail", "Security Question" (a dropdown menu), "Answer", and "Confirm Password". A blue "REGISTER NOW" button with a right arrow is at the bottom. A pink error dialog box is open in the center, displaying a red "X" icon and the text "All fields are required". The dialog has an "OK" button.

4. Register One Entry Error: *(without complete input values)*



The screenshot shows the same "REGISTRATION WINDOW" as above. In this instance, the "First Name" field is filled with the text "Manthan". The other fields ("Last Name", "Contact No.", "E-mail", "Security Question", "Answer", and "Confirm Password") are empty. The blue "REGISTER NOW" button is still present. The pink error dialog box is open, showing the same "All fields are required" message, indicating that the system still requires all fields to be completed before registration.

5. Register Module Without Clicking Accept: *(without clicking “accept”)*

REGISTRATION WINDOW

REGISTER HERE

First Name: Manthan

Last Name: Ugemuge

Contact No.: 9270566603

E-mail: manthan.ugemuge@gmail.com

Security Question: Your Birth Place

Answer: Sevagram

password: 123454321

Confirm Password: 123454321

☐ I Agree with terms and conditions

REGISTER NOW

Error

Please accept our terms and conditions

OK

6. Sign In Module: *(without input values)*

.....LOGIN PAGE.....

USER LOGIN

Enter you registered email:

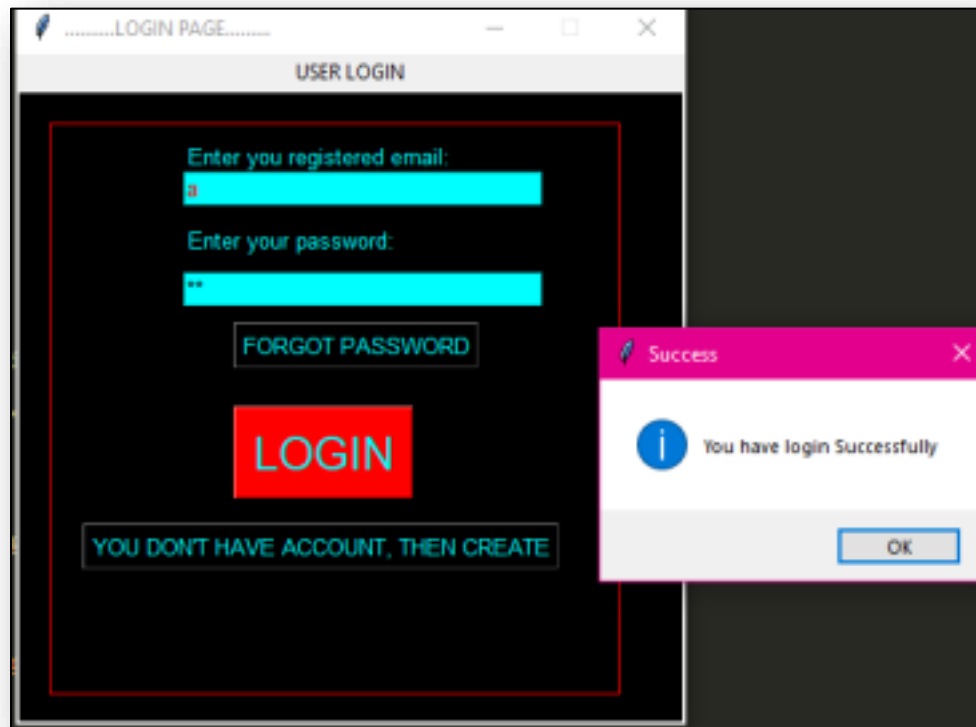
Enter your password:

FORGOT PASSWORD

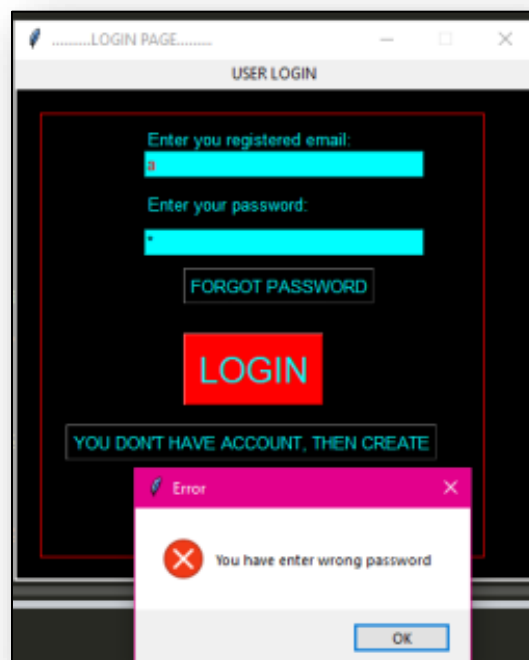
LOGIN

YOU DONT HAVE ACCOUNT, THEN CREATE

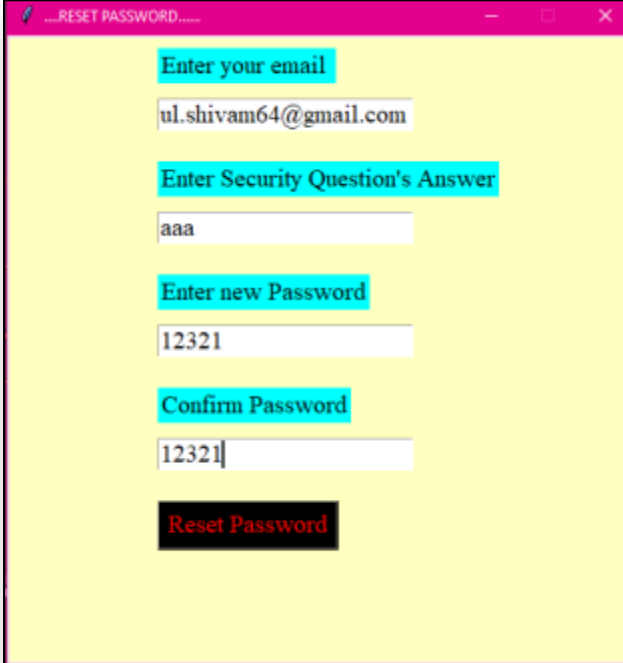
7. Login Successful: *(after typing Email and Password')*



8. Login Error: *(If user doesn't exist in system or password is wrong)*

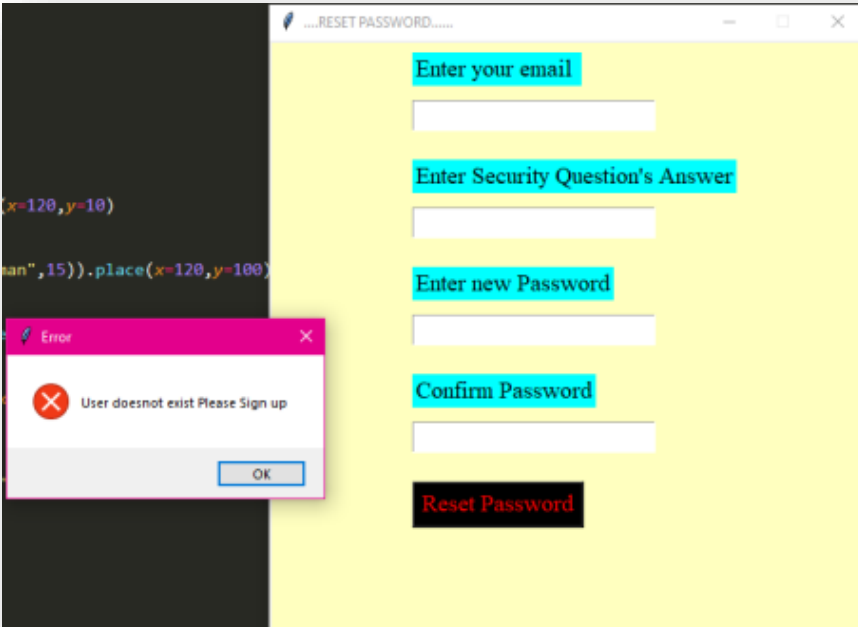


9. Forgot Password: *(with input values)*



A screenshot of a window titled "...RESET PASSWORD....." with a yellow background. The window contains four input fields and a button. The first input field is labeled "Enter your email" and contains the text "ul.shivam64@gmail.com". The second input field is labeled "Enter Security Question's Answer" and contains the text "aaa". The third input field is labeled "Enter new Password" and contains the text "12321". The fourth input field is labeled "Confirm Password" and contains the text "12321". Below the input fields is a black button with the text "Reset Password" in red.

10. Forgot Password Error: *(without input values)*

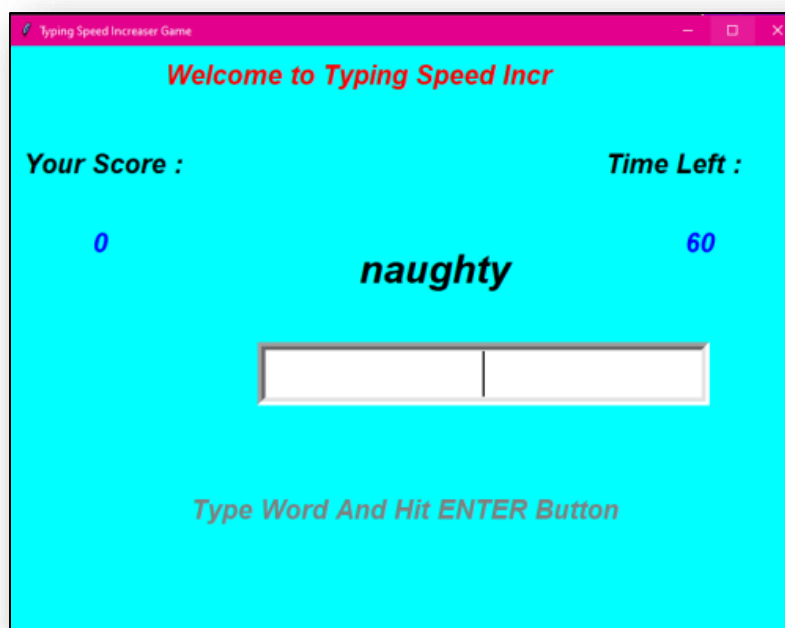


A screenshot of a window titled "...RESET PASSWORD....." with a yellow background. The window contains four input fields and a button. The first input field is labeled "Enter your email" and is empty. The second input field is labeled "Enter Security Question's Answer" and is empty. The third input field is labeled "Enter new Password" and is empty. The fourth input field is labeled "Confirm Password" and is empty. Below the input fields is a black button with the text "Reset Password" in red. An error dialog box is open in the foreground, titled "Error", with a red 'X' icon and the text "User doesnot exist Please Sign up". The dialog box has an "OK" button.

11. Main Game Selector Page:



12. Speed Typing Game:



13. Paragraph Typing:

Speed typing Increaser Game

Speed Type

TEXT

Yellow butter, purple jelly, red jam, black bread.Spread it thick, say it quick!Yellow butter, purple jelly, red jam, black bread.Spread it thicker, say it quicker!Yellow butter, purple jelly, red jam, black bread.Donâ€™t eat with your mouth full!

Elapsed Time: 12 Remaining Time: 48 WPM: 0 Accuracy: 0 Total words: 0 Wrong words: 0

Start Reset

14. User List: (with values)

Candidate First Name	Candidate Last Name	Candidate Contact Number	Candidate Email	Candidate Security Question	Candidate Security Answer	Candidate Password
aa	aa	aa	aa	Your Birth Place	aa	aa
aa	aa	aa	aa	Your Best Friend	aa	aa
hgh	jh	hj	hj	Your Birth Place	gj	hj
a	aa	a	a	Your Birth Place	aa	aa
a	aa	a	a	Your Birth Place	a	a
a	a	a	a0	Your Birth Place	a	a
a	a	a	aaaaasd	Your Frist Pet Name	assss	a
Shivam	Kumar	7737722736	rahulshivam64@gmail.com	Your Birth Place	Bihar	12345
Rahul	Kumar	9955446769	dudor@yahoo.com	Your Birth Place	Jharkhank	43214321
a	a	a	a1	Your Birth Place	a	a
a	a	1	abc@xyz.com	Your Frist Pet Name	a	a
de		2	2	Your Frist Pet Name	a	a
Manthan	Ugemuge	9270566603	manthan.ugemuge@gmail.com	Your Birth Place	Sevagram	123454321

Source Code

```
from
tkinter
import
*

from PIL import Image,ImageTk
root=Tk()
root.geometry("400x400")
root.resizable(0,0)

def game():
    import first

def para():
    import second
root.geometry("600x600+0+0")
root.title(".....OPENING PHASE.....")
##### WRITE PATH OF IMAGE#####
i=Image.open("C:/Users/hp/OneDrive/Desktop/code/manthan.jpg")
p=ImageTk.PhotoImage(i)

c=Canvas(root,height=600,width=600,bg="blue")
c.create_image(100,100,image=p)
Label(root,text="WELCOME TO LOVELY TYPE
",font=("arial",20,"italic")).place(x=100,y=10)
Label(root,text=" WRITING GAME",font=("arial",20,"italic")).place(x=170,y=50)
Label(root,text="DARE TO TYPE",font=("arial",15)).place(x=225,y=450)
Button(root,text="TYPING
GAME",command=game,cursor="hand2",bd=10).place(x=150,y=500)
Button(root,text="PARAGRAPH
TYPING",command=para,cursor="hand2",bd=10).place(x=300,y=500)

c.pack()
root.mainloop()
```

Continue : <https://github.com/shivam-2002/PYTHON1>

Results

We finally got the end product as a 'Speed Typing Game' that includes all the mentioned modules. We learnt how to make a GUI using Tkinter in Python and also learnt to implement database connectivity using sqlite3.

- Timer will tell us about time taken to type words
- Paragraph Typing helps us tally speed by which speed we are writing.
- Fast Interface & Sing in our Program helps user to get better at Typing.

References

- <https://github.com/shivam-2002/PYTHON1>
- <https://docs.python.org/3/>
- <https://youtu.be/D31-3t-g2pA>
- <https://youtu.be/quSM7kHEy9k>