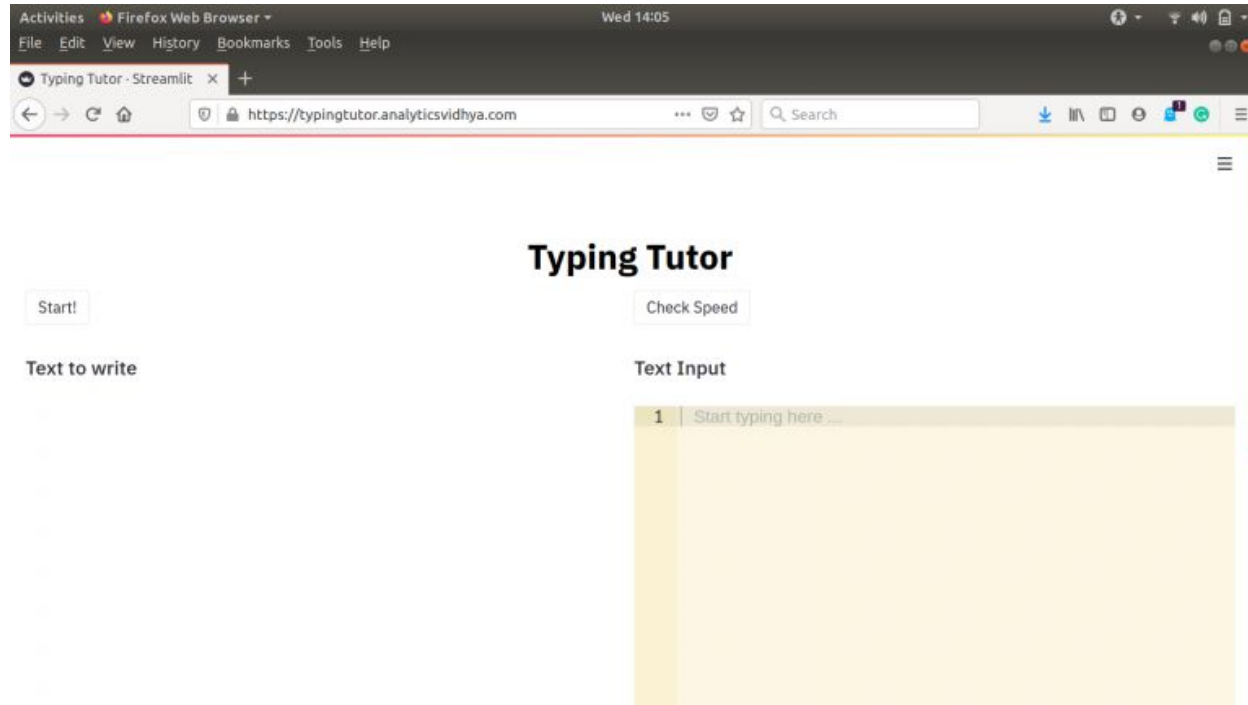


# Creating the Front-end of Typing Tutor

# What we will be covering in this module?

- Understand Text Generation Project
- Create Front-end of the Project
- Building a Text Generation model
- Deploying Text Generation model using Streamlit and AWS
- Setting up an accessible website

# Problem Statement - Typing Tutor for Coders



# Steps to create Typing Tutor

- Deploy the model using streamlit (Front-end)
  - Install required libraries
  - Setup DL model using streamlit
  - Deploy DL model on Colab
- Build a Text Generation model (Backend)
  - Install required libraries
  - Define deep learning model
  - Preprocess data and Get prediction
  - Deploy DL model on AWS

# Blueprint of Typing Tutor

- class **TypingTutor**: Class for text generation in streamlit
- class **SessionState**: Class for maintaining session per user

# Blueprint of Typing Tutor

- class TypingTutor

<b><code>__init__()</code></b>	Defines what happens when the website starts
<b><code>_code_gen()</code></b>	Function for text generation
<b><code>_get_perf()</code></b>	Function to get typing speed and accuracy
<b><code>on_start_click()</code></b>	Defines what happens when the start button is clicked
<b><code>on_eval_click()</code></b>	Defines what happens when the eval button is clicked

# Blueprint of Typing Tutor

- class SessionState

<b>start_time</b>	The time when the user starts writing the code
<b>end_time</b>	The time when the user has written the code
<b>num_chars</b>	Number of characters to write
<b>text</b>	The overall code to be written
<b>content</b>	The code written by the user

# Flow Chart of the website

- Website starts





# Flow Chart of the website

- Website starts → create instance of class *TypingTutor*



# Flow Chart of the website

- Website starts → create instance of class *TypingTutor* → calls `__init__()`



# Flow Chart of the website

- Website starts → create instance of class *TypingTutor* → calls `__init__()`
  - Creates a unique session for the user



# Flow Chart of the website

- Website starts → create instance of class *TypingTutor* → calls `__init__()`
  - Creates a unique session for the user
  - Creates the front-end for the website



# Flow Chart of the website

- Website starts → create instance of class *TypingTutor* → calls `__init__()`
  - Creates a unique session for the user
  - Creates the front-end for the website
  - Initializes and loads DL model



# Flow Chart of the website

- Website starts → create instance of class *TypingTutor* → calls `__init__()`
  - Creates a unique session for the user
  - Creates the front-end for the website
  - Initializes and loads DL model
- Click on “Start” button



# Flow Chart of the website

- Website starts → create instance of class *TypingTutor* → calls `__init__()`
  - Creates a unique session for the user
  - Creates the front-end for the website
  - Initializes and loads DL model
- Click on “Start” button → calling **`on_start_click()`**, which

# Flow Chart of the website

- Website starts → create instance of class *TypingTutor* → calls `__init__()`
  - Creates a unique session for the user
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  - Initializes and loads DL model
- Click on “Start” button → calling `on_start_click()`, which
  - Internally calls `_code_gen()` to generate code



# Flow Chart of the website

- Website starts → create instance of class *TypingTutor* → calls `__init__()`
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- Click on “Start” button → calling `on_start_click()`, which
  - Internally calls `_code_gen()` to generate code
  - Modifies session state variables (`start_time`, `text`, `num_chars`)

# Flow Chart of the website

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  - Modifies session state variables (**`start_time`, `text`, `num_chars`**)
  - Updates the front-end accordingly

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  - Updates the front-end accordingly
- Click on “Check Speed” button

# Flow Chart of the website

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- Click on “Check Speed” button → calling `on_eval_click()`, which
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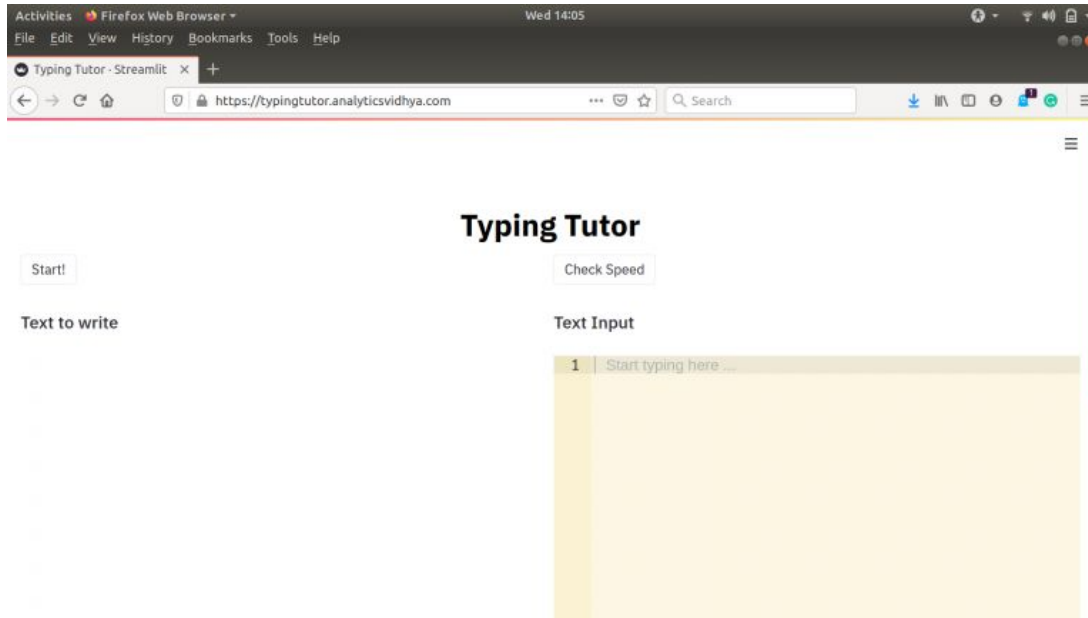
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  - Updates the front-end accordingly

# Problem Statement - Typing Tutor for Coders



Front-end



# Problem Statement - Typing Tutor for Coders

```
1 def reverse(x: int) -> int:
2     """
3     Given a 32-bit signed integer, reverse digits of an integer.
4     """
5
6     str_num = str(x)
7     is_negative = False
8     if str_num[0] == '-':
9         is_negative = True
10        str_num = str_num[1:]
11
12    sign = '-' if is_negative else '+'
13
14    num = int(sign + "".join(list(reversed(str_num))))
15
16    if -2**31 < num < 2**31-1:
17        return num
18    else:
19        return 0
20
21
22 print(reverse(123))
```

*example\_code.py*



Thank you