

DAYANANDA SAGAR UNIVERSITY



WEB PROGRAMMING

SYNOPSIS

ON

Speed Typing Test

BACHELOR OF TECHNOLOGY

IN

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Submitted By:

ADITYAVARDHAN SINGH – ENG17CS0013

AFREEN NAAZ – ENG17CS0015

B. P. GAYATHRI ANANYA – ENG17CS0047

CHIRAG P.D. – ENG17CS0059

VII Semester, 2020

Submitted To:

Prof. Gousia Thahniyath

SL. NO.	TOPIC	Pg. No.
1.	Introduction	1
2.	Problem Definition	1
3.	Operational Definition	2
4.	Scope Of the Project	2
5.	Existing System	2
6.	Proposed Solution	2
7.	Software and Hardware Requirements	3
8.	References	3

INTRODUCTION

As personal computers appear on nearly every desktop in both service and manufacturing businesses, keyboarding skills have increasingly become a fundamental part of "computer literacy" (Grierson, 1985, p. 11). In an earlier time, nearly all external and much internal business correspondence was prepared by a relatively few secretarial and clerical employees. In this era of local and wide area networks, however, most internal and much external correspondence is being typed on a computer keyboard in its final form by the person originating the message.

As a result of this developing vocational picture, some level of keyboarding skill has rapidly become a baseline requirement for both professional and non-professional workers. This situation has translated into opportunities for increased employability, higher earnings, and further educational attainment for those with even basic keyboarding skills (Lewis, 1994, p. 29).

School boards are reacting to perceived pressures to "modernize" schools by massive introductions of computers with a solid empirical basis for cost-benefit analyses. Businesses which want to foster employee productivity by developing keyboarding skills are looking for the fastest, most economical way of doing this. Businesses are particularly perplexed because employees can be taught to use computer applications such as word processing or spreadsheet programs in a matter of days. However, it still takes months for an employee to acquire basic keyboarding skills.

Children with spelling difficulties are limited in their participation in all written school activities. This typing test provides a platform to practice spellings as well as a testing platform to check the speed and accuracy of words.

PROBLEM DEFINITION

A typing test is designed to find how fast one types in a given amount of time. We will be designing a typing game using JavaScript that presents a simple typing test and awards points when correct word is typed in the given time.

OPERATIONAL DEFINITION

- Click on the Start Button
- The word to be typed is given, the user has to type the word in the text box within the given time.
- When the user types the word correctly, he/she gets awarded with a point.
- When the time runs out, the final score is displayed.

SCOPE OF THE PROJECT

The scope of the Project is to check the typing speed through a fun typing test.

EXISTING SYSTEM

Existing Systems consists of different typing tests which gives words typed per minute, characters typed per minute, accuracy, errors, etc.

PROPOSED SOLUTION

The Proposed Project is to test the typing speed of the user through a fun game. Through this project, the user can improve its speed, if he/she is a slow typer. And if the user is a fast typer, he/she can score good points and be proud of their typing speed.

SOFTWARE AND HARDWARE REQUIREMENTS

Software Requirements:

OS: Windows

Language: HTML, CSS, JS

Hardware Requirements:

Processor: Pentium or higher processor.

RAM: 8 GB

Hard Disk: 1 TB

REFERENCES

- [1] Lewis, D.R., Hearn, J.C., and Zilbert, E. E. (1991). Keyboarding as general education: post-school earnings and employment effects. *Economics of Education Review*, JO, 333 – 342
- [2] Grierson, R. (1985, November). Mission: Define computer literacy. *The Computing Teacher*. pp. 10 - 14.