```
# -*- coding: utf-8 -*-
require 'active_support/core_ext/object/blank'

module ActiveRecord
  # = Active Record Relation
  class Relation
    JoinOperation = Struct.new(:relation, :join_class, :on)
    ASSOCIATION_METHODS = [:includes, :eager_load, :preload]
    MULTI_VALUE_METHODS = [:select, :group, :order, :joins, :where, :having, :bind]
    SINGLE_VALUE_METHODS = [:limit, :offset, :lock, :readonly, :from, :reordering, :reverse_order, :uniq]

    include FinderMethods, Calculations, SpawnMethods, QueryMethods, Batches, Explain, Delegation

    attr_reader :table, :klass, :loaded
    attr_accessor :extensions, :default_scoped
    alias :loaded? :loaded
    alias :default_scoped? :default_scoped

    def initialize(klass, table)
      @klass, @table = klass, table

      @implicit_readonly = nil
```
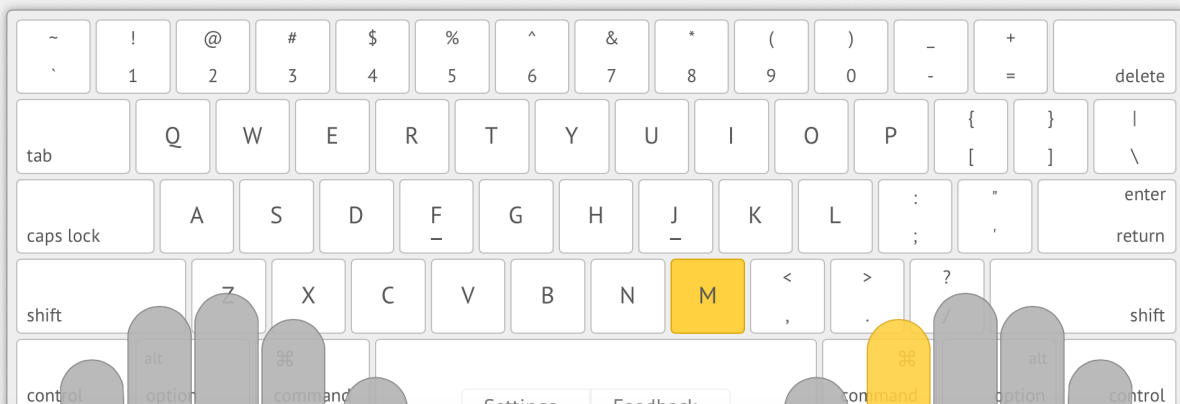
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| ~ ` | ! 1 | @ 2 | # 3 | $ 4 | % 5 | ^ 6 | & 7 | * 8 | (9 |) 0 | _ - | + = | delete |

tab Q W E R T Y U I O P { [}] | \

caps lock A S D F G H J K L : ; " ' enter return

shift Z X C V B N M < , > . ? / shift

control option command Settings Feedback command option control

Project Proposal

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Proposal number: 1

EXECUTIVE SUMMARY

Concept

Provide a fun interactive way to learn subjects of interest via typing. Typing provides a great feedback loop to learn things and it is inherently interactive. By designing a game that makes it enjoyable to learn via typing the user will experience extraordinary value. Once they discover that then can then input their own data of things they want to learn or remember it will be that much more of a value proposition to them causing them to share with friends and family.

Interface & Response

The interface will respond to the user input in a few ways.
1) They will see the current text and where they are in it.
2) They will see some sort of game or parallel content relevant to what they are typing that will reinforce what they are typing.
3) A menu bar that will have a few links to their stats, account, current type deck and a create type deck.

Desired Experience

Above all, the game should make learning _any_ data easy and enjoyable. It should reinforce their desire to consume the material via a rewarding/novel feedback mechanism. They will want to visit the game everyday once they discover other typing decks and that they can add their own typing deck.

Name

Dr. Typer!

Technical Challenges

Providing a novel feedback loop with the material could prove challenging as we would want it to work across any type deck, i.e. languages, coding, mathematics. So the design of what to display and how to make it scalable across any data will be the most challenging. I think I will have to work with a few users to get feedback in different areas and then extract the similarities from each subject area and use that.