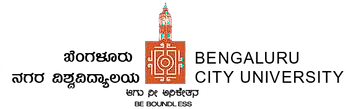
Mini Project Report

on

# “DESIGN AND IMPLEMENTATION OF RAPID TYPING TEST GAME”

Submitted in the partial fulfilment of the requirement for the award of the degree

# MASTER OF COMPUTER APPLICATIONS

Of

By

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**2023 - 2024**

# AKASH GLOBAL COLLEGE OF MANAGEMENT AND SCIENCE

Approved by AICTE, affiliated to Bangalore City University & Recognized by Government of Karnataka.

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# MASTER OF COMPUTER APPLICATIONS



CERTIFICATE

This is to certify that mini project entitled “**DESIGN AND IMPLEMENTATION OF RAPID TYPING TEST GAME”** has been submitted by **PAVANKUMAR BC [P18FU22S12039] AND PAWARSUDHAKAR M [P18FU22S126026]** bearing Students of Third semester **MCA** as partial fulfilment of the requirements for the award of the degree of completion Third semester of MCA of Bangalore City University, **MCA** course in the Laboratory of this college in the year 2022-2023. The work has not been submitted to any other college or University for the award of any degree.

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**Examiner’s signature with date: 1:**

**2:**

# 

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# ABSTRACT

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 challenge and finds the performance of typing by calculating the Characters Per Minute (CPM), Words Per Minute (WPM) and the accuracy of the typed characters.  
The game shows a series of quotes that have to be typed in a specified time limit, as fast as possible. A higher typing speed would show a higher WPM value. Incorrectly typed characters would be marked accordingly during typing.  
We will create the HTML layout first, style it using CSS and then write the logic in JavaScript.

**The HTML Layout:** The HTML layout defines the element structure that would be shown on the page. This includes:

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