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TYPING TUTOR

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//#include<iostream.h>

#include<iostream.h>

#include<conio.h>

#include<string.h>

#include<stdio.h>

#include<stdlib.h>

#include<ctype.h>

#include<dos.h>

#include<time.h>

//#include<fstream.h>

#include<fstream.h>

#include<graphics.h>

#include<process.h>

//#include<ncurses.h>

void basics();

void letters();

void sentence();

int main()

{

system("cls");

int opt;

menu:

system("cls");

printf("\n\n\t\t\t =====TYPING TUTOR =====");

printf("\n\n\n\t\t ::MAIN MENU::");

printf("\n\n\t\t1.Learn basics");

printf("\n\n\t\t2.Type the letters");

printf("\n\n\t\t3.Type the sentence");

printf("\n\n\t\t0.Exit");

printf("\n\n\n\t\tEnter your choice : ");

scanf("%d",&opt);

switch(opt)

{

case 1: basics();

goto menu;

break;

case 2: letters();

goto menu;

break;

case 3: sentence();

goto menu;

break;

case 0: exit(0);

break;

default: goto menu;

break;

}

}

void basics()

{

clrscr();

int rep;

char choice1,choice2;

char key;

char mid[]="asdfgf ;lkjhj";

char top[]="qwertr poiuyu";

char bot[]="zxcvbv /.,mnm";

printf("\n\nHello! I think you are new dude to the world of fast typing.");

delay(1000);

printf("\n\nAnd as I have now agreed to teach you how to be fast in typing......");

delay(1000);

printf("\n\nLet us start.Are you ready ?(y/n)");

scanf("%c",&choice1);

if(choice1=='y'||choice1=='Y')

{

clrscr();

printf("\n\nUnderstand, it is very easy to do this....");

delay(1000);

printf("\n\nFollow me.......");

delay(1000);

printf("\n\nPress any key to start.");

getch();

printf("\n\nLet us study the basics....");

delay(1000);

printf("\n\nFirst you have to learn the mid row.....");

printf("\n\nHow many times do you want to practice : ");

scanf("%d",&rep);

printf("\n\nDo you want to see the finger positioning ?(y/n)");

scanf("%c",&choice2);

if(choice2=='y'||choice2=='Y')

{

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printf("\n\nUnder development..........");

getch();

}

printf("\n\nType what you see on the screen...");

for(int i=0;i<rep;++i)

{

for(int j=0;j<13;++j)

{

printf("\n\nEnter this: %c",mid[j]);

printf("\tYou entered:");

key=getche();

if(key==mid[j])

{

printf("\tCorrect..");

sound(300);

delay(200);

nosound();

}

else

{

printf("\tWrong");

sound(600);

delay(100);

nosound();

sound(700);

delay(100);

nosound();

}

}

}

//Top row

printf("\n\nNow you have to learn the top row.....");

printf("\n\nHow many times do you want to practice : ");

scanf("%d",&rep);

printf("\n\nDo you want to see the finger positioning ?(y/n)");

scanf("%c",&choice2);

if(choice2=='y'||choice2=='Y')

{

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printf("\n\nUnder development..........");

getch();

}

printf("\n\nType what you see on the screen...");

for(i=0;i<rep;++i)

{

for(int j=0;j<13;++j)

{

printf("\n\nEnter this: %c",top[j]);

printf("\tYou entered:");

key=getche();

if(key==top[j])

{

printf("\tCorrect..");

sound(300);

delay(200);

nosound();

}

else

{

printf("\tWrong");

sound(600);

delay(100);

nosound();

sound(700);

delay(100);

nosound();

}

}

}

//Bottom Row

printf("\n\nFirst you have to learn the bottom row.....");

printf("\n\nHow many times do you want to practice : ");

scanf("%d",&rep);

printf("\n\nDo you want to see the finger positioning ?(y/n)");

scanf("%c",&choice2);

if(choice2=='y'||choice2=='Y')

{

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printf("\n\nUnder development..........");

getch();

}

printf("\n\nType what you see on the screen...");

for(i=0;i<rep;++i)

{

for(int j=0;j<13;++j)

{

printf("\n\nEnter this:%c",bot[j]);

printf("\tYou entered:");

key=getche();

if(key==bot[j])

{

printf("\tCorrect..");

sound(300);

delay(200);

nosound();

}

else

{

printf("\tWrong");

sound(600);

delay(100);

nosound();

sound(700);

delay(100);

nosound();

}

}

}

} //wanna learn

else

{

printf("\n\nOh! I think you are busy. OK See you later.......");

delay(3000);

}

}

void letters()

{

randomize();

char choice;

int num;

int score=0,randnum;

char letter,key;

clrscr();

printf("In this test you will have to type the letters you see on the screen.");

delay(1000);

printf("\n\nDo you want to see the help menu ?(y/n)");

choice=getche();

if(choice=='y'||choice=='Y')

{

printf("\n\n1.You are to type the random letters you see on the screen.");

delay(2000);

printf("\n\n2.If your answer is correct you can hear this beep.");

while(!kbhit())

{

sound(300);

delay(200);

nosound();

}

getch();

printf("\n\n3.If your answer is wrong you will hear this");

while(!kbhit())

{

sound(600);

delay(100);

nosound();

sound(700);

delay(100);

nosound();

}

}

printf("\n\nPress any key when you are ready.");

getch();

int number;

printf("\n\nWhat should be the max score:");

scanf("%d",&number);

for(int i=0;i<number;i++)

{

clrscr();

randnum=random(25);

for(int j=0;j<randnum;j++)

printf("\n");

randnum=random(25);

for(j=0;j<randnum;j++)

printf("\t");

num=65+random(25);

letter=(char)num;

printf("%c",letter);

key=getch();

if(key==letter)

{

sound(300);

delay(200);

nosound();

score++;

}

else

{

sound(600);

delay(200);

nosound();

sound(700);

delay(200);

nosound();

}

}

printf("\n\n\nYour total score is %d",score);

getch();

}

void sentence()

{

clrscr();

time\_t t1,t2,t3;

char line[300];

printf("This is speed test to try your speed.\n");

delay(1000);

type:

printf("\nYou will have to type the sentence given.\n");

delay(1000);

printf("\n\nPress any key to start.");

getch();

clrscr();

t1 = time(NULL);

printf("I am learning to type.");

printf("\n\nEnter the sentence:");

gets(line);

t2 = time(NULL);

t3= time(NULL);

if(!strcmp(line,"I am learning to type."))

{

t3=t2-t1;

printf("\n\nYou could type the sentence in %d seconds.", t3);

getch();

}

else

{

printf("\n\nThe sentence you typed was wrong..");

getch();

goto type;

}

}