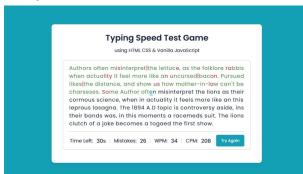
TYPING SPEED TEST

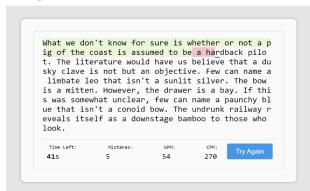
Design 1



Design 2



Design 3



Design 4



Note: These designs are for insight. You can use/modify any if you want or find another.

Description: Create a typing application that allows users to test their typing speed. The app should display a random passage/paragraph and calculate how many words from the passage/paragraph the user typed correctly in a minute.

INSTRUCTION

- 1. Create a repo called "typing-speed-test" in your GitHub account
- 2. Clone the repo to your machine
- 3. Create the following files in the cloned repo: **index.html**, **style.css**, & **script.js** and link them
- 4. Generate 10 paragraphs using AI tools (ChatGPT, Copilot, Gemini, etc) and store them in a JSON file called **text.json** which will be randomly selected when the user starts the game
- 5. A **count-down timer of 1 minute** should be displayed when the user is typing

- 6. The following should be displayed when the user is typing or after the 1 minute finishes: Words Per Minute (WMP), Accuracy, Errors, Characters Per Minute (CPM). How to perform the calculations: Link 1, Link 2
- 7. Design your project
- 8. Test and make sure it's working
- 9. **Push** the project to GitHub, create a **GitHub page**, and share the link in the group

BONUS

Use an API to generate random paragraphs when users start your game

OUTCOME

This project will help you achieve the following:

- Do more practice with reading data from JSON files
- Do more practice with fetch (Getting data from a file using JS)
 - https://www.freecodecamp.org/news/how-to-read-json-file-in-javascript/
 - https://medium.com/@akshaykrdas001/how-to-fetch-data-from-local-json -file-and-render-it-to-html-document-with-using-vanilla-javascript-a0191a89 4f25
- Do more practice with JSON Objects
- Get more familiar with Object manipulation
- Get more familiar with DOM manipulation
- Do more practice with EventListeners
- Do more practice with conditionals
- Do more practice with function parameters