

Typing Challenge:

This app allows users to test their typing speed and accuracy by performing a typing exercise. Users will be prompted with text to write in an input area provided. The challenge will begin as soon as the user begins typing. When the user types the same number of characters as in the sample text, the challenge will finish and challenge statistics will be displayed. The user will also be shown errors they made after the challenge has been completed. A reset button is provided to allow users to try again with different text.

Prerequisites:

To run the Java implementation of this application, users will need a Windows environment with a minimum Java Runtime Environment 8 (Version 52) installed. Users must run the “TypingChallengeJFX.jar” file to open the application.

To run the JavaScript implementation of this application, users just need to open the “typing.html” file in any modern web browser. Chrome and Firefox preferred. Although every effort has been made to ensure the app is responsive, the nature of the interface encourages the user to view it in full screen.

Deployment:

Download the attached zip file and extract the contents inside. A Java and JavaScript implementation are provided in the zip folder. Inside the Java folder, open the JAR file to start the app. In the JavaScript folder open the “typing.html” file to open that app.

Built With:

Java Implementation was designed using JavaFX library

JavaScript implementation was designed with HTML and styled using the Bootstrap library along with some custom CSS.

Author:

William Gutierrez