BEST PRACTICE FROM COMPUTER DEPARTMENT

Title of the practice :Typing Master

Objectives of the practice:

1) It helps users improve their typing skills by providing a series of interactive exercises and tests.
2) It also provides a personalized study plan and detailed progress reports.
3) The most important reasons for teaching keyboarding to students is to provide technical skills.
4) To learn to type quickly and efficiently.
5) Typing Meter to measure and analyze typing habits

Context:

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.
 Typing Master comes with multiple features and aims at doubling your typing speed. Below is a highlight of the features that this product offers.

*Step by step approach to professional keyboarding
*Train difficult words and keys
*Vision based learning
*Detailed and customized review of the performance
*Skill tests to monitor progress
*Games to have all the fun while learning
*Typing analysis widget