**BLIND TYPING CHALLENGE -**

The program is a typing application which, after hitting the START button will generate a charachter, which the user will need to type on the keyboard. When correct symbol was entered the next charachter will appear on top of the skreen.

The user has two options: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1-charachters are generated from the Leo.txt file (using the TextBySymbols subclass of the Letter processor superclass)

2-charachters are randomly generated (using the RandomCharachter subclass of the LetterProcessor superclass)

As the charachters are generated at the bottom of the window three hints will appear.

1 - First hint indicates the row: TOP ROW, CENTER ROW or the BOTTOM ROW

2 - Second hint explains what are nearby keys

3 - Third hint is a pseudocode consisting of a symbol, a number and an arrow (Up or Down: ^ / v) .

Example code: | F - 2^ | - indicates [w]; It can be read as Two keys left of [F] and UP.

The key letters are F and J. They correspond to the keys with bumps and can be used as anchor keys without looking at the keyboard.

While the charachters are entered two numbers reflect speed and accuracy of typing.

1) WPM - Words per minute; It is considered that an average word length is 5 charachters.

2) Hit-n-miss score reflects the ratio between CORRECT / GENERATED number of charachters.

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Final assignment for the Programming in Java class

COP2800 at Seminole State College