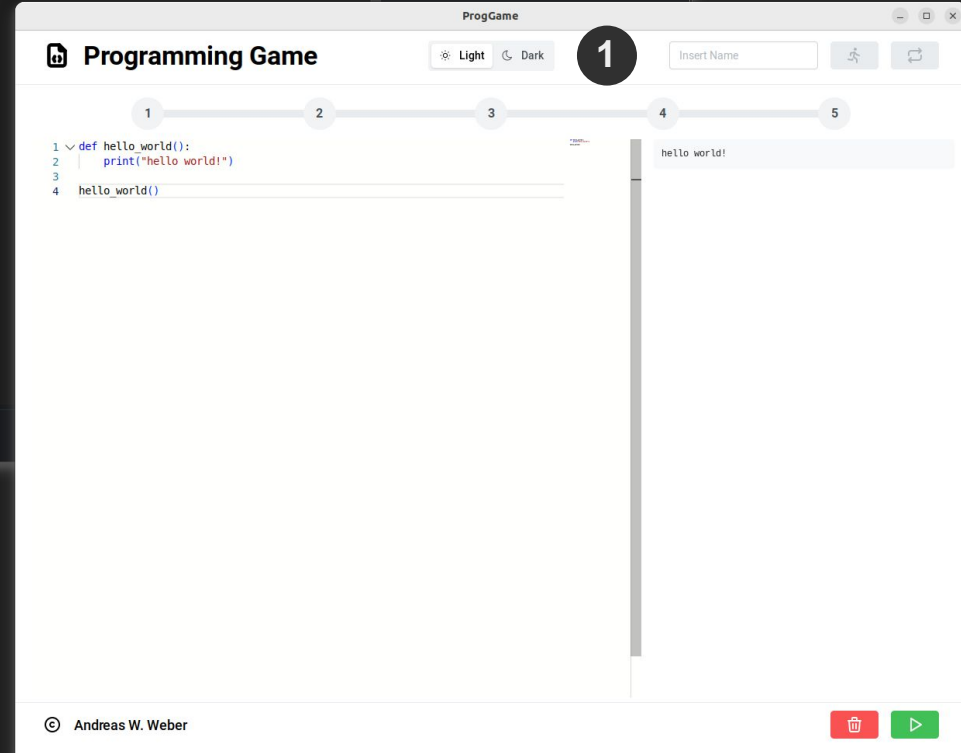
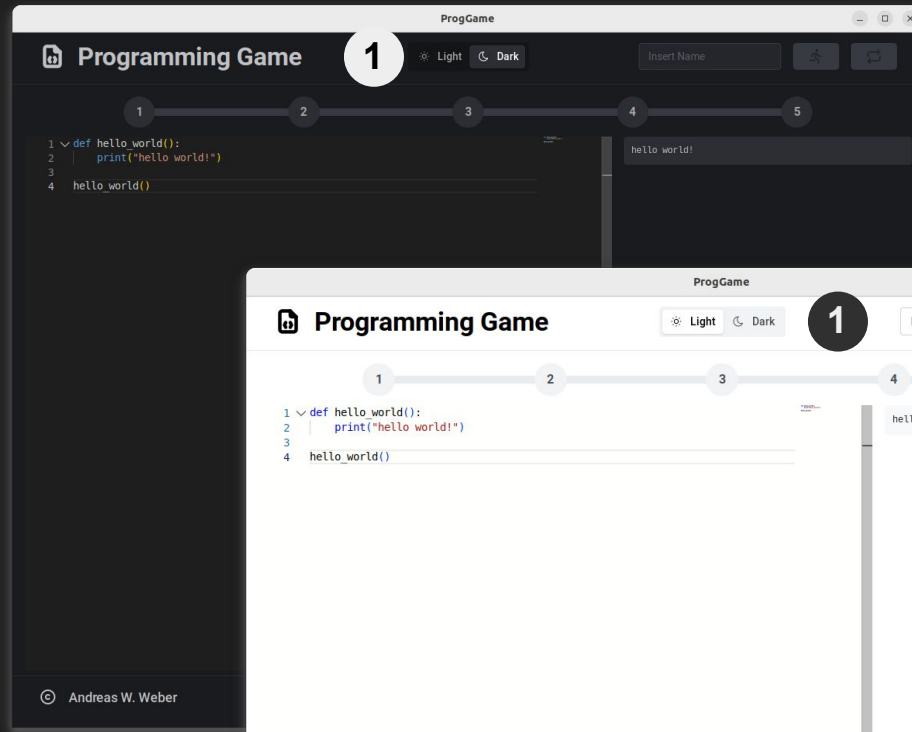


Programming Game

User Manual

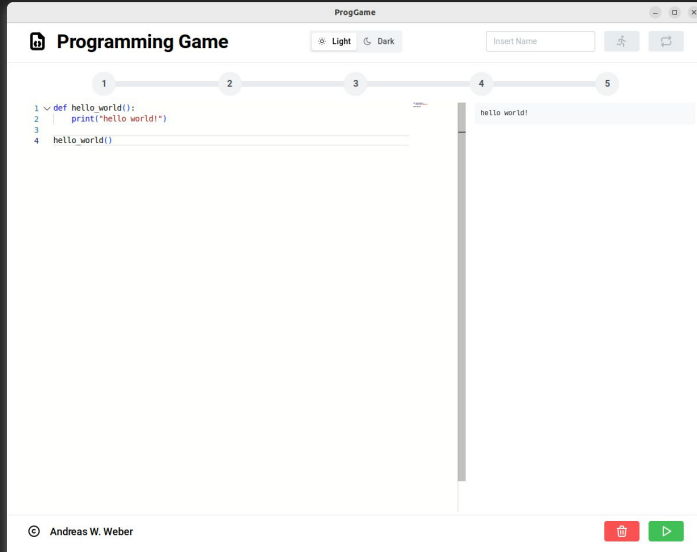
Dark & Light Mode

The graphical interface can switch **(1)** smoothly between **two** colour schemes.

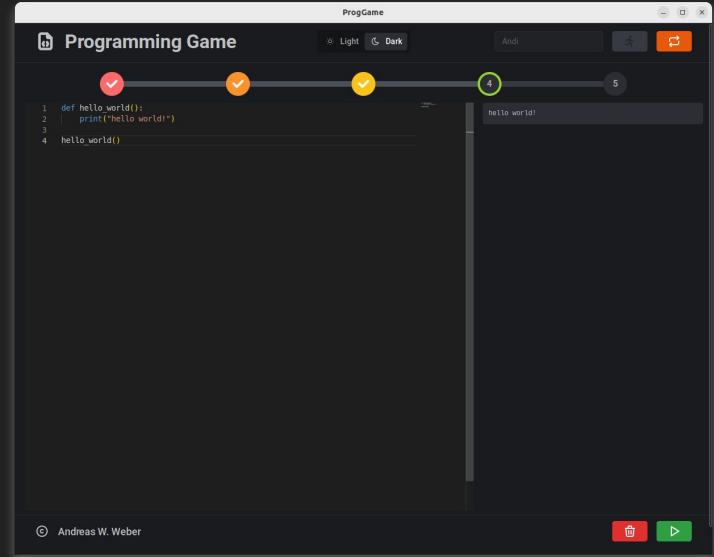


Mode One & Mode Two

In **mode one**, python scripts can be developed and executed in the editor. The output of the python interpreter is displayed in the output area.

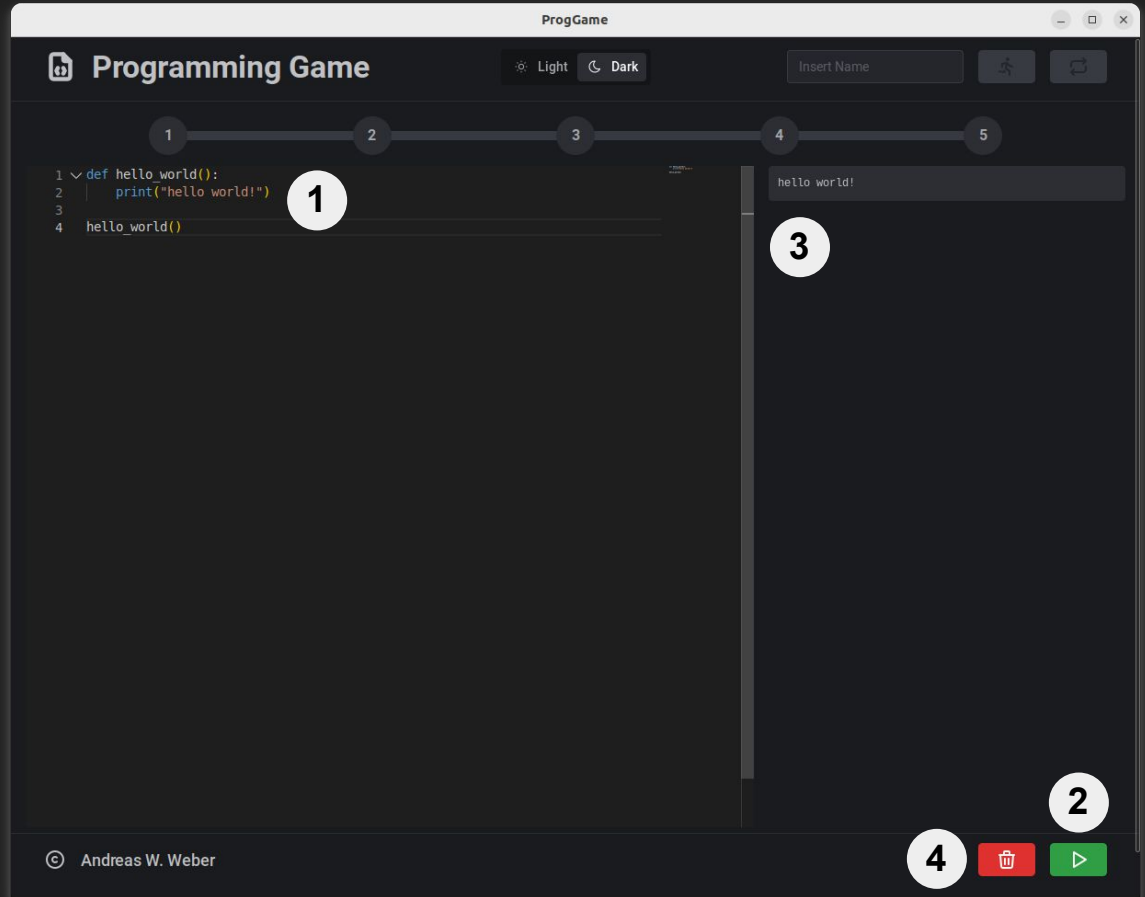


In **mode two**, five randomly selected tasks are loaded into the editor one after the other. Each task can be be executed only once. If the program is error-free and passes the test cases, the next task is set. If all five tasks are successfully solved or the challenge is aborted, the program returns to **mode one**.



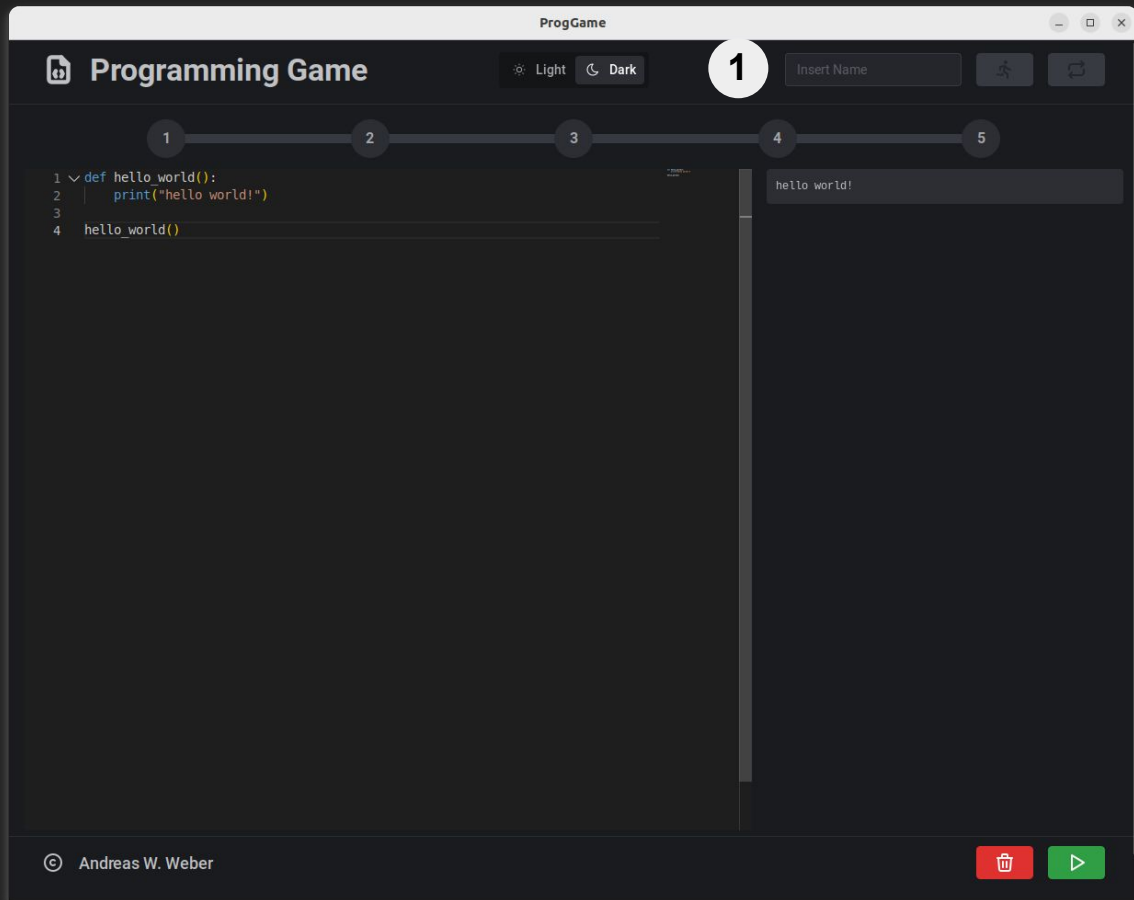
Mode One

The program always starts in **mode one**. Develop a Python script in the editor **(1)**, run it **(2)** and see the results in the output panel **(3)**. After that, the editor and the output panel can be cleaned up **(4)**.



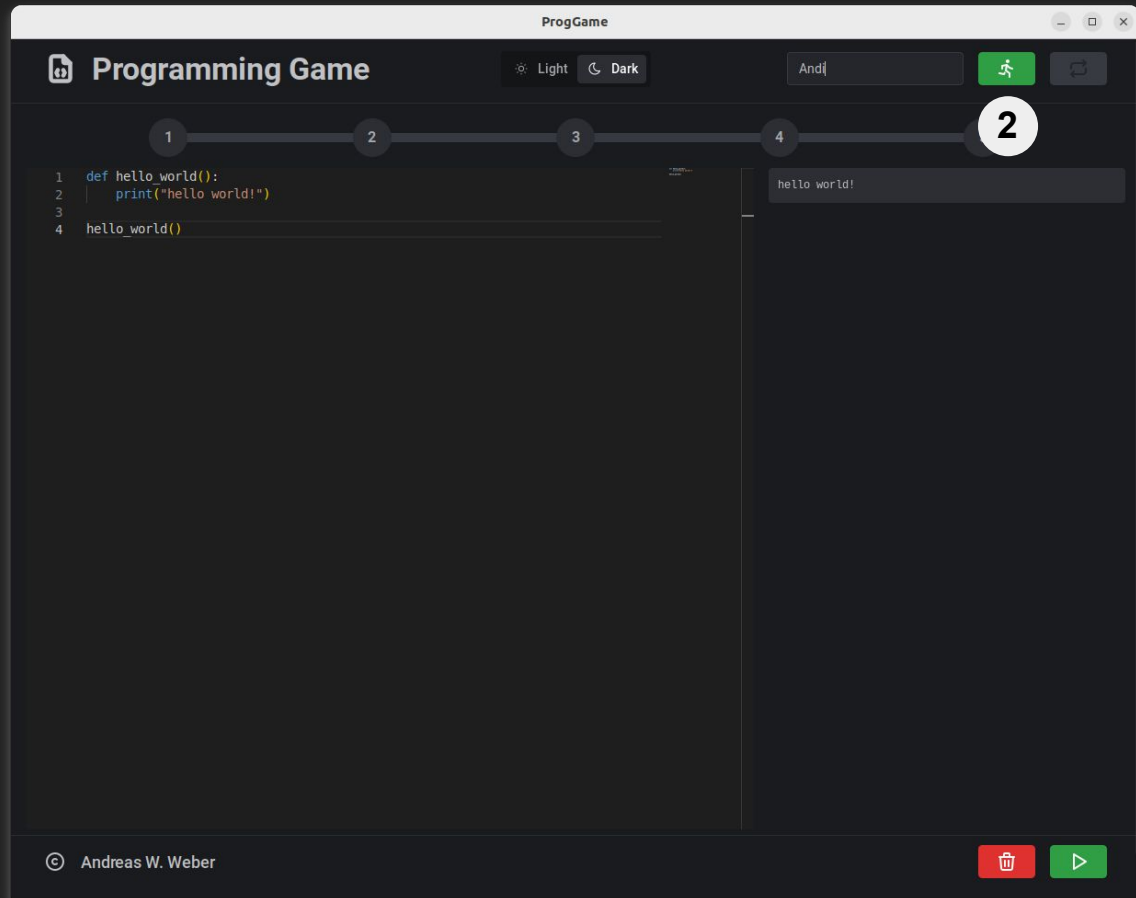
Mode Two

To switch to **mode two**, you have to enter your name **(1)** and ...



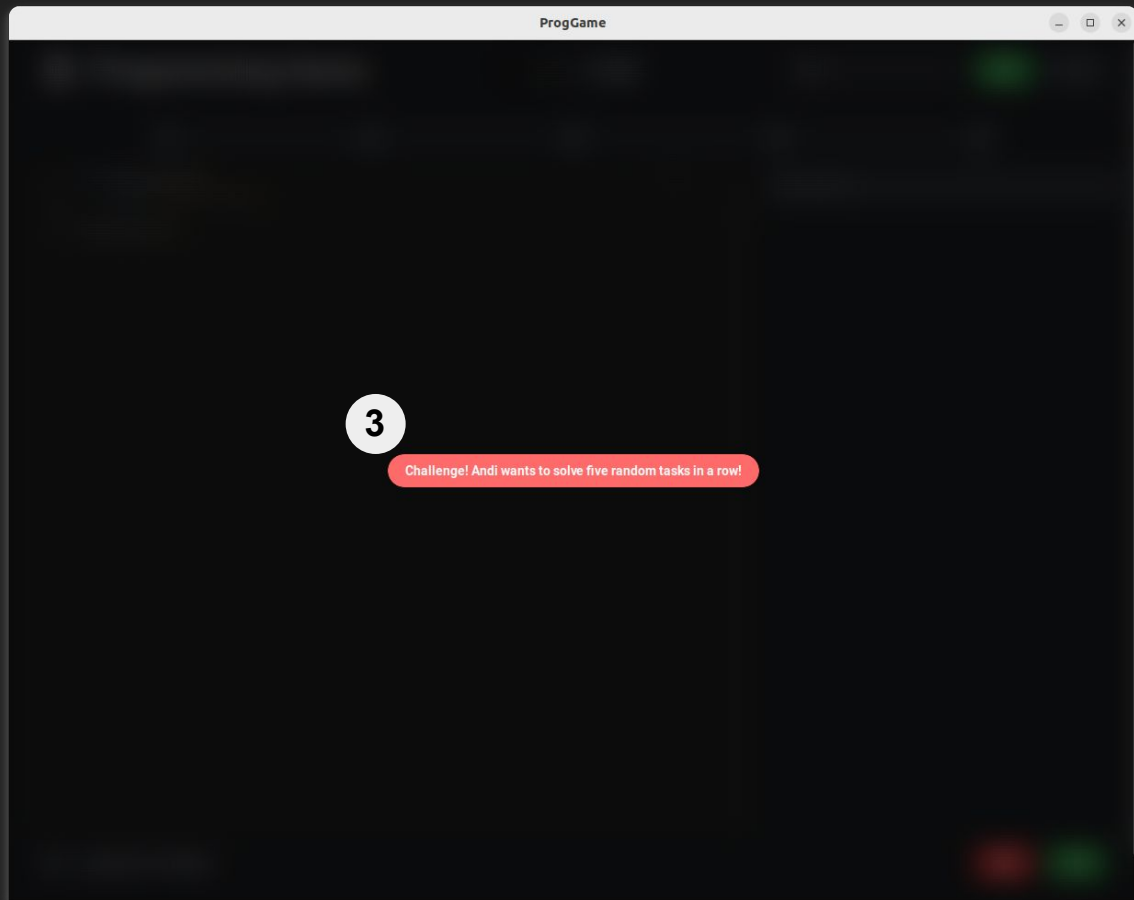
Mode Two

... start the challenge (2).



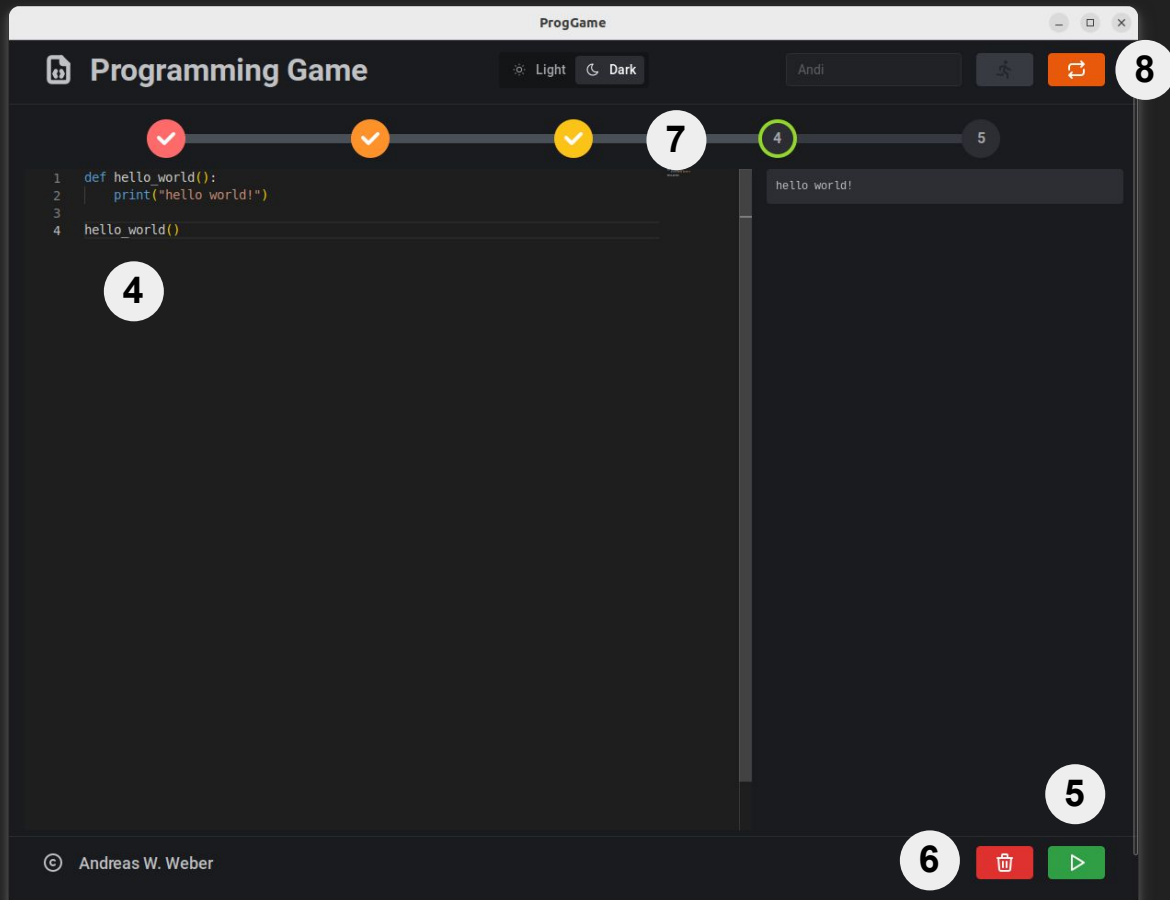
Mode Two

After you have confirmed that you are ready **(3)**, the program will be in **mode two**.



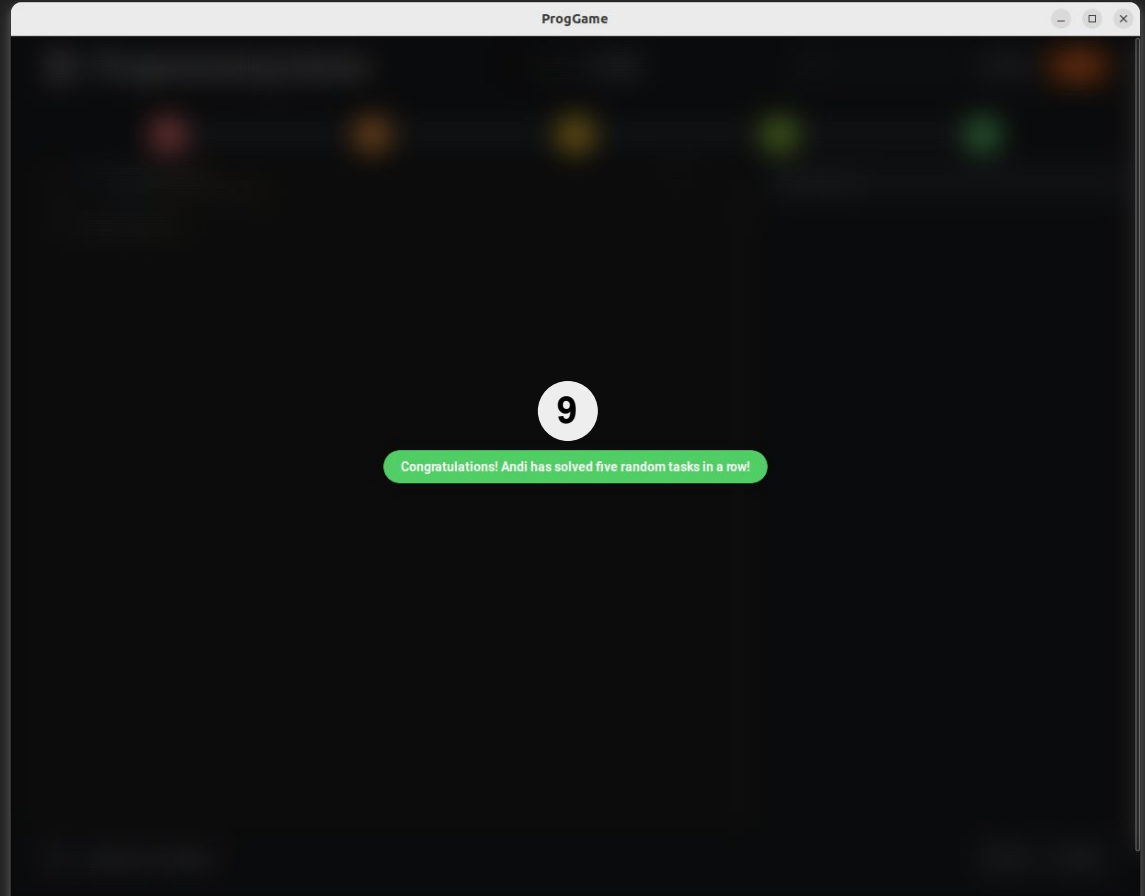
Mode Two

In the editor (4), solve the randomly selected task and execute it (5), or reset the content from the editor and the output (6). You can run each task only once (5). Resetting the editor and the output (6) does not affect the evaluation. Repeat this process until you have solved **five** tasks in a row without any errors (7) or quit the challenge (8) and return back to mode one.



Mode Two

If you manage to solve all **five** tasks without any mistakes, you will be congratulated. After you click away **(9)**, the program returns to **mode one**. All entries will be **reset** and five new tasks for the next round will be randomly selected.



Have fun!