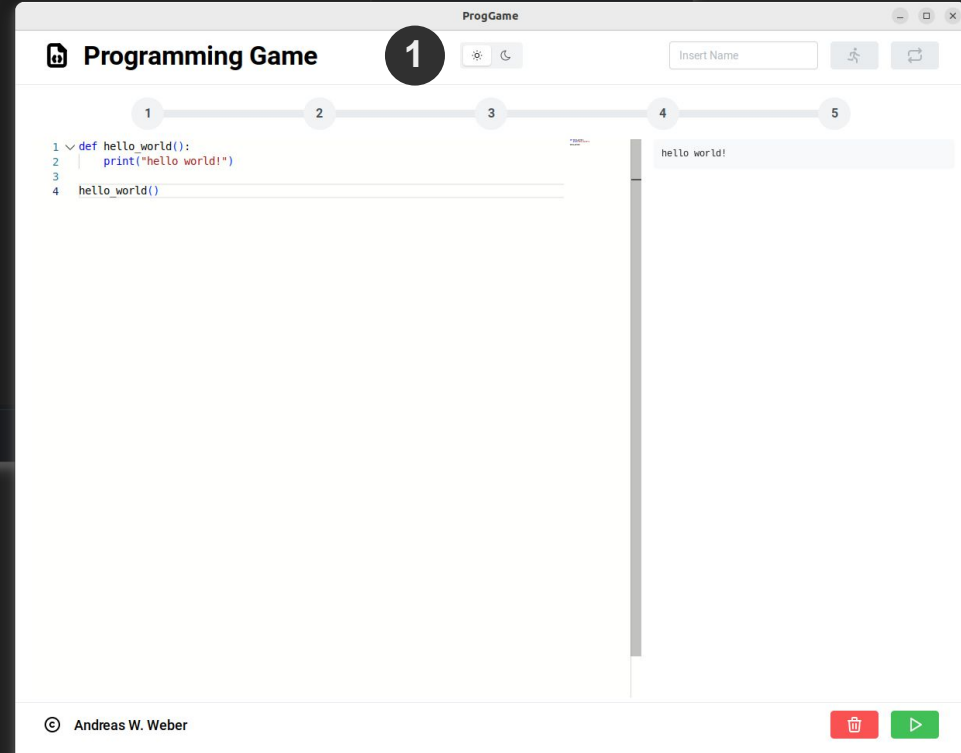
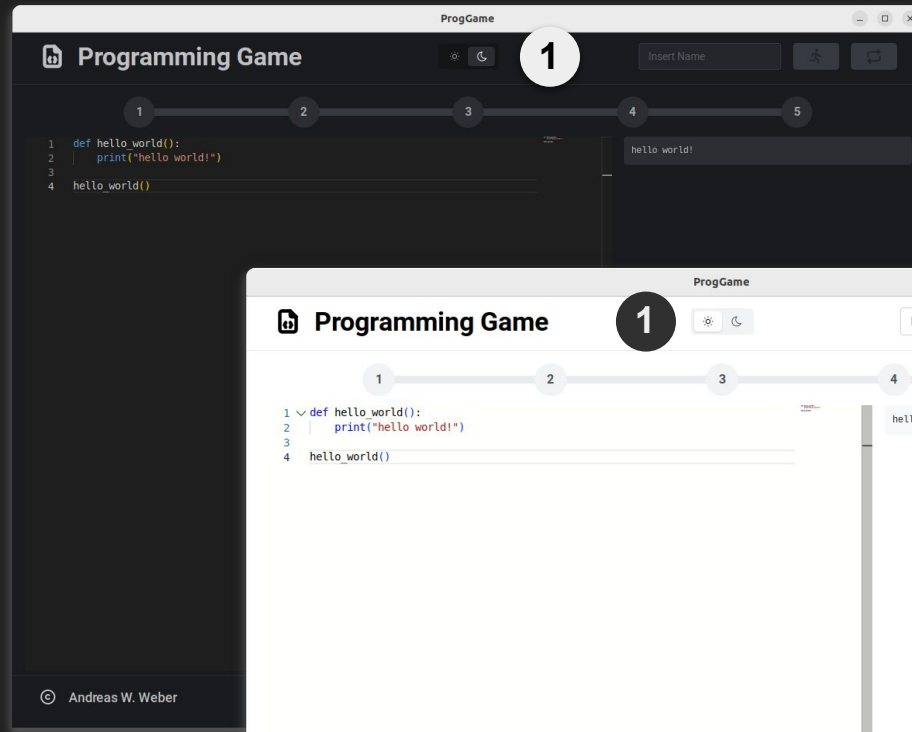


Programming Game

User Manual

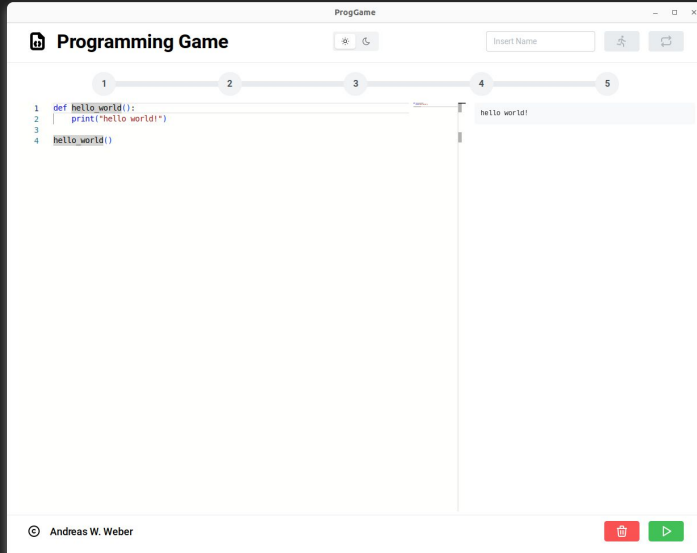
Dark & Light Mode

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

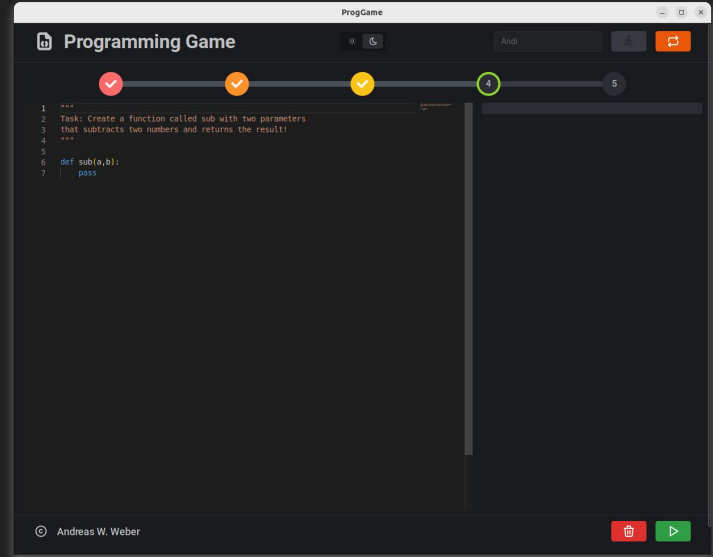


Mode One & Mode Two

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.

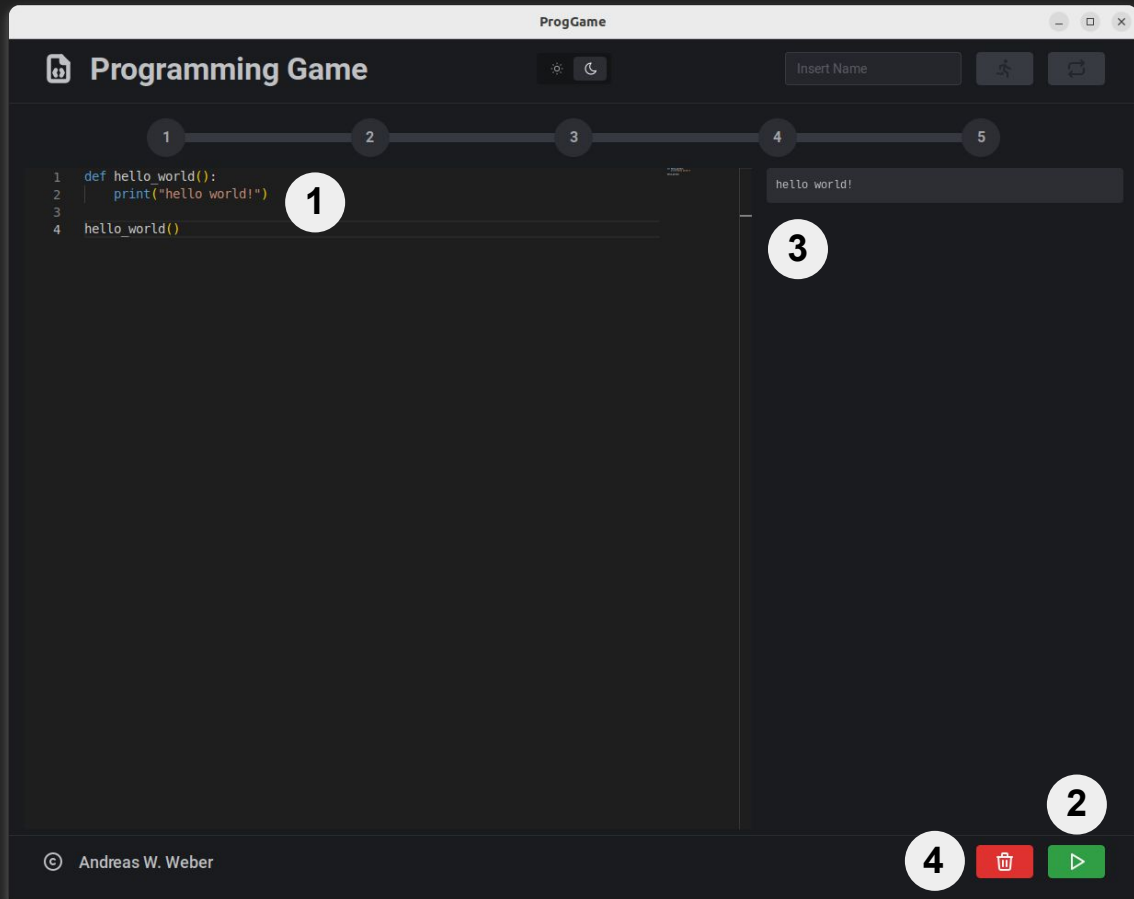


In **mode two**, five randomly selected tasks are loaded into the editor one after the other. Each task can be executed only once. If the program is error-free and passes the test cases, the next task is set. If all five tasks are successfully solved or the challenge is aborted, the program returns to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



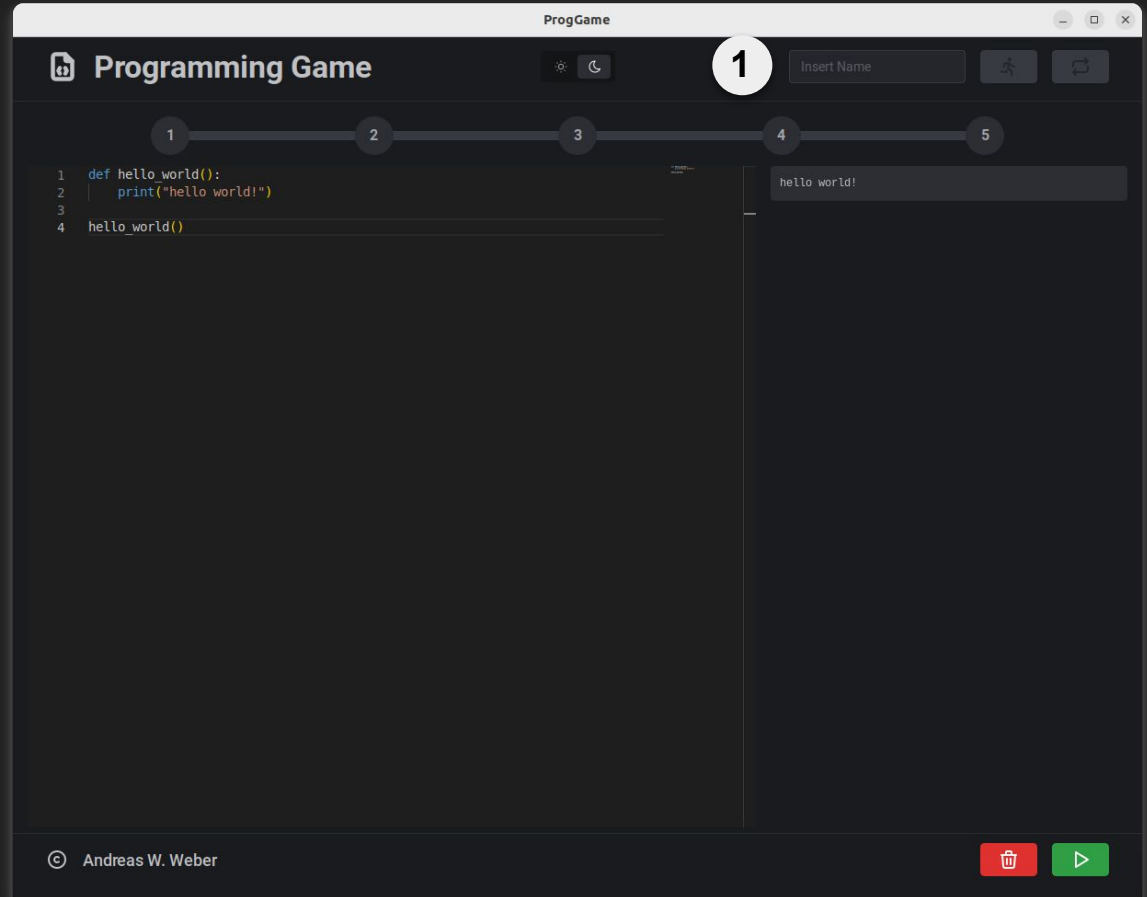
Mode One

The program always starts in **mode one**. Develop a Python script in the editor ❶, run it ❷ and see the results in the output panel ❸. After that, the editor and the output panel can be cleaned up ❹.



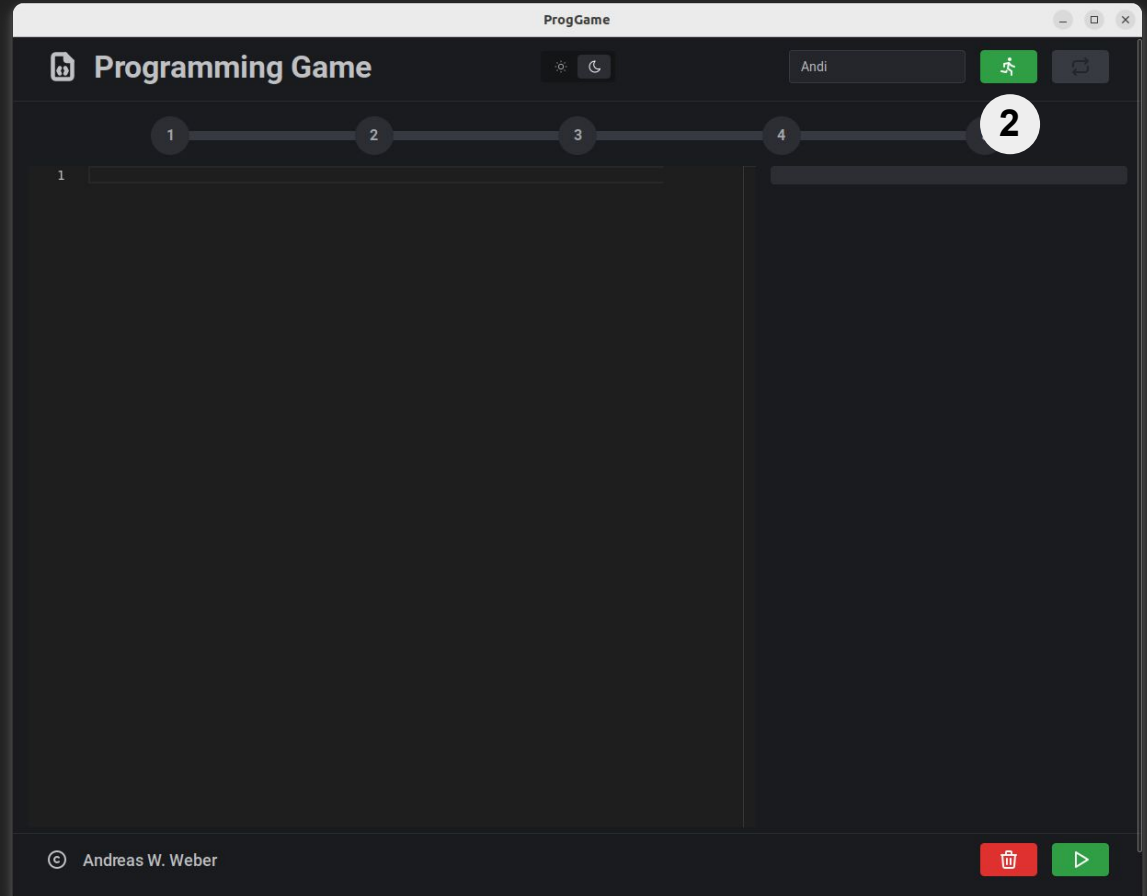
Mode Two

To switch to **mode two**, you have to enter your name ❶ and ...



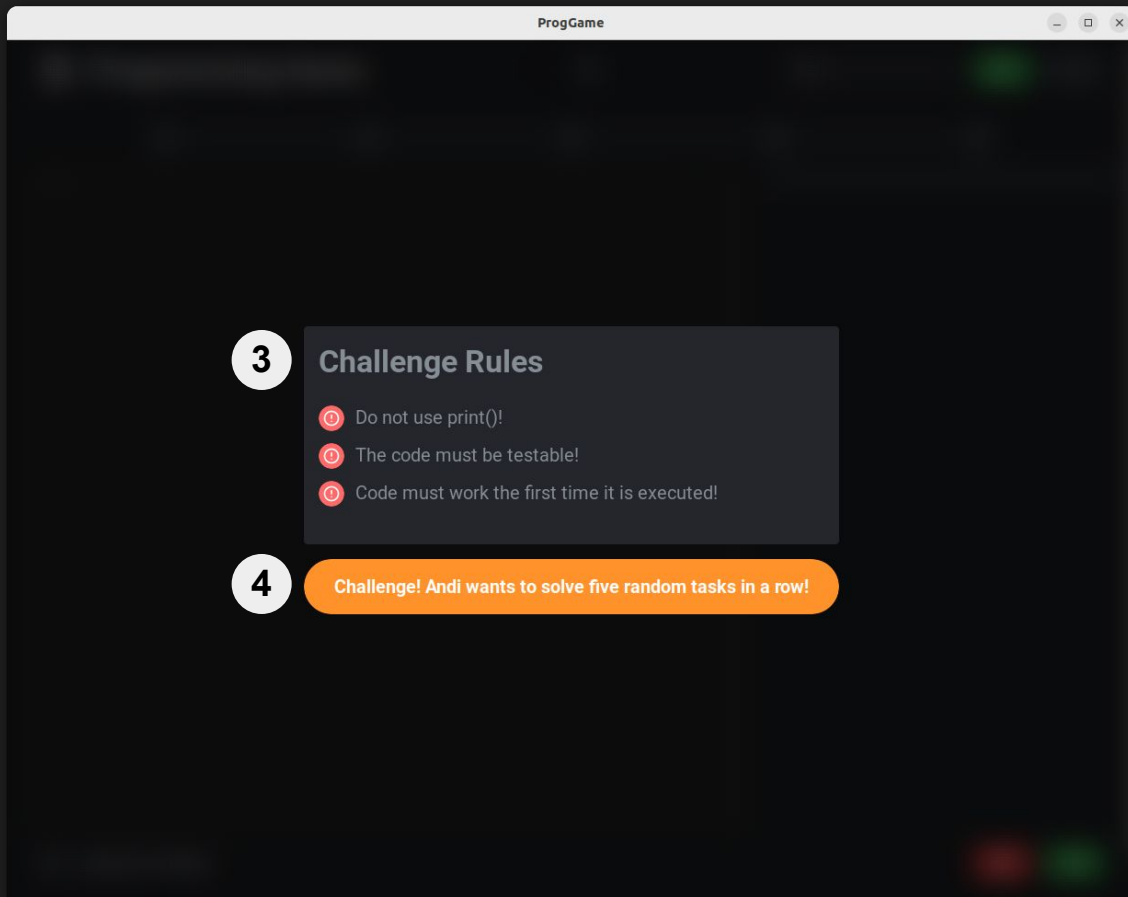
Mode Two

... start the challenge ②.



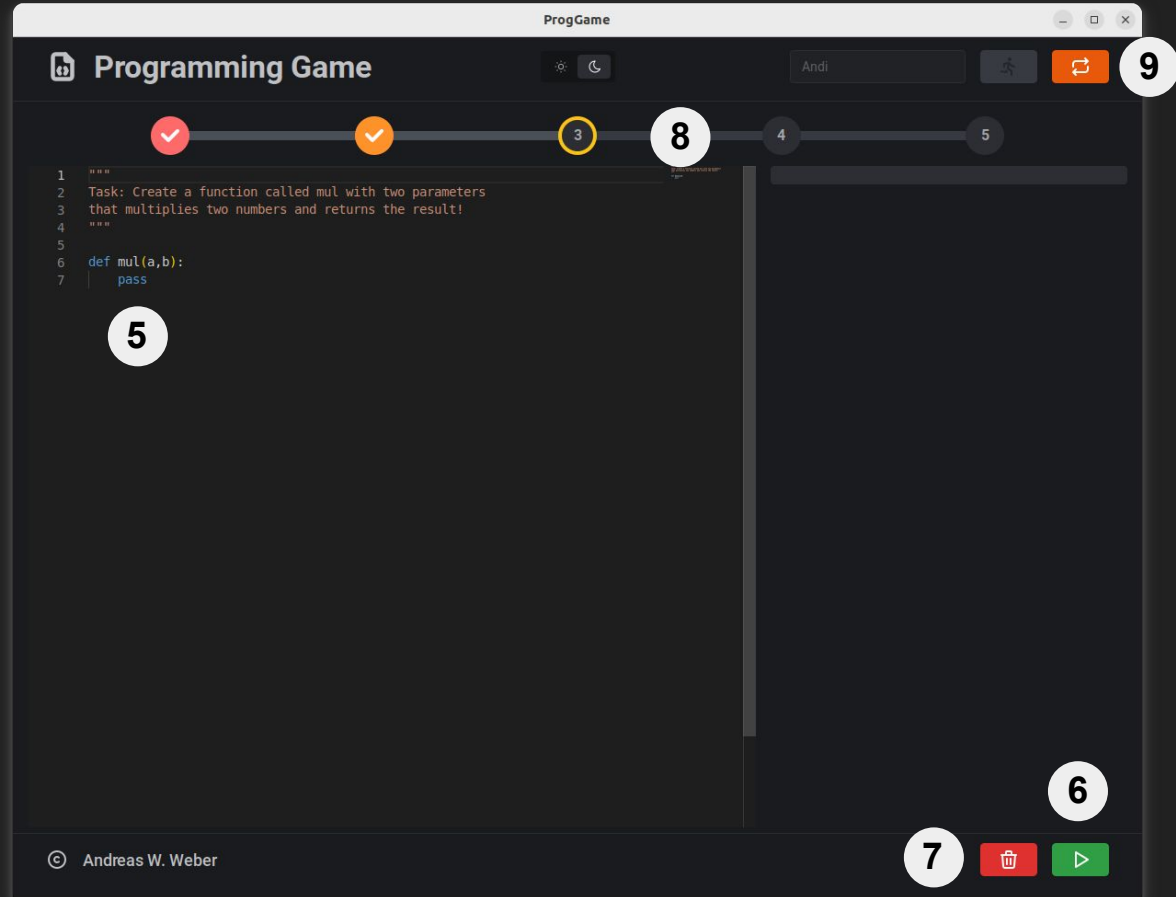
Mode Two

In the next view, the rules of the competition are briefly explained ❸. After you have confirmed that you are ready ❹, the program will be in **mode two**.



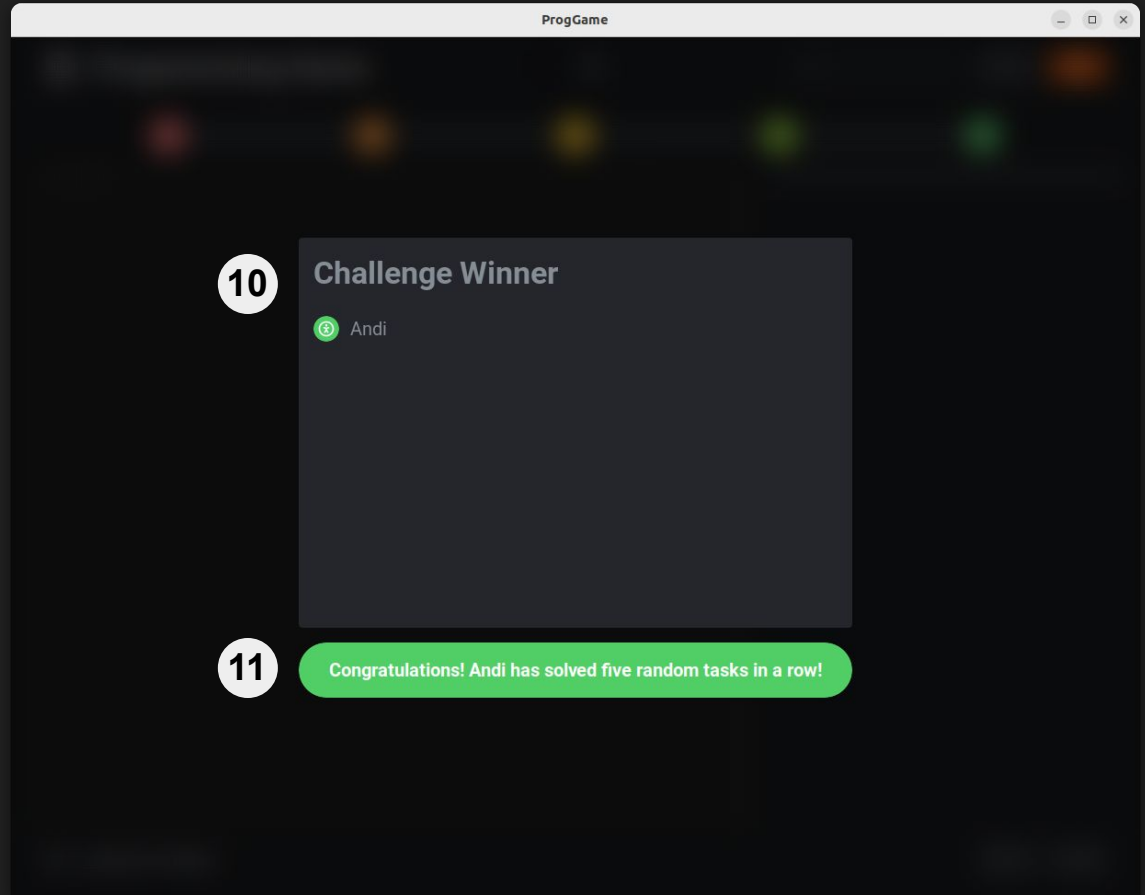
Mode Two

In the editor **5**, solve the randomly selected task and execute it **6**, or reset the content from the editor and the output **7**. You can run each task only once **6**. Resetting the editor and the output **7** does not affect the evaluation. Repeat this process until you have solved **five** tasks in a row without any errors **8** or quit the challenge **9** and return back to mode one.



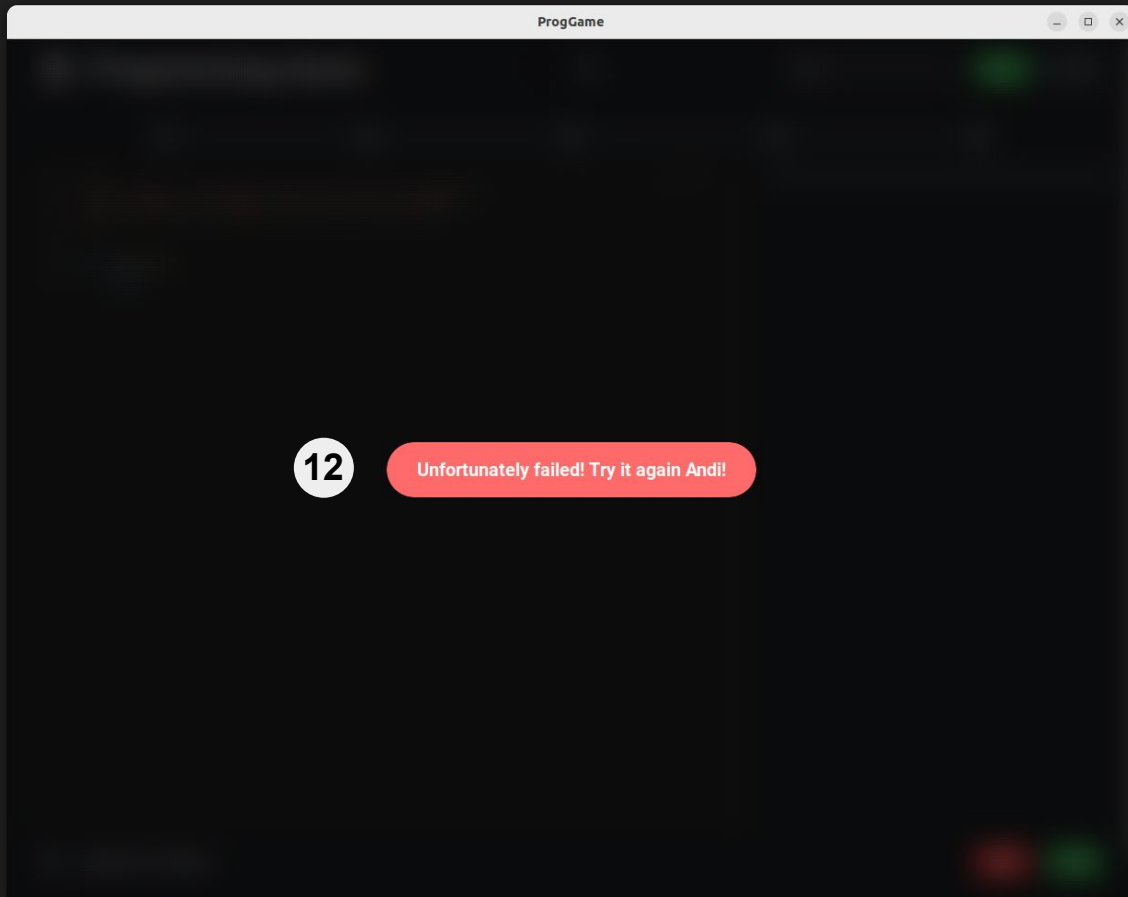
Mode Two

If you manage to solve all **five** tasks without any mistakes, you will be congratulated and mentioned in the challenge winners list ❷. After you click away the view ❸, the program returns to **mode one**. All entries will be **reset** and five new tasks for the next round will be randomly selected.



Mode Two

If you cancel the challenge or solve a task incorrectly, the challenge is ended, and the program returns to **mode one** after clicking away the view 12. All entries will be **reset** and five new tasks for the next round will be randomly selected.



Have fun!