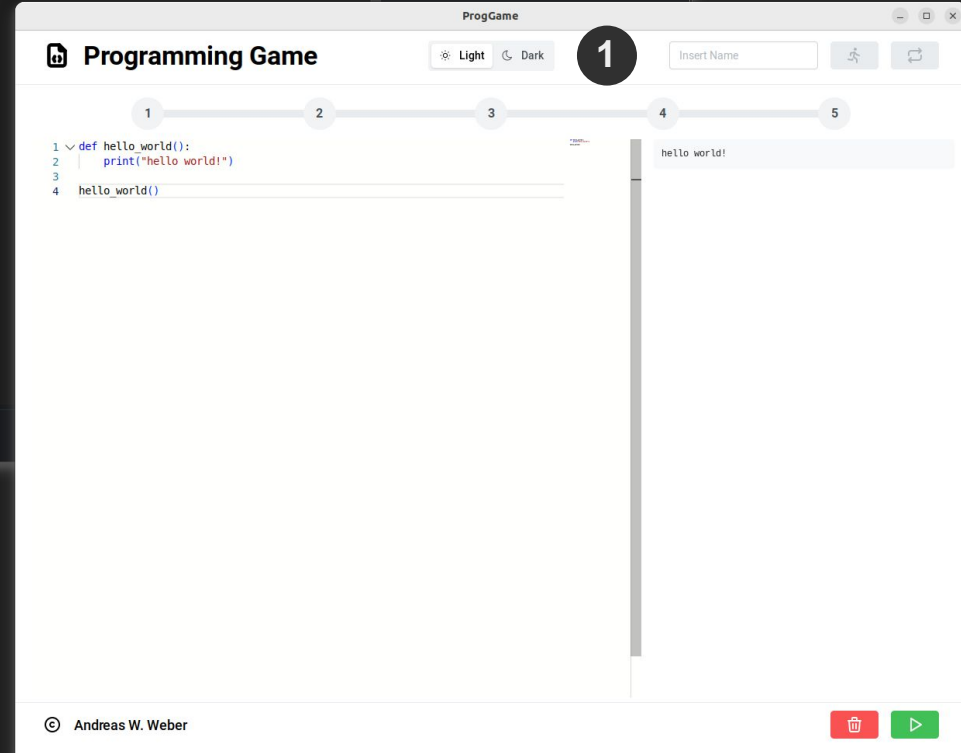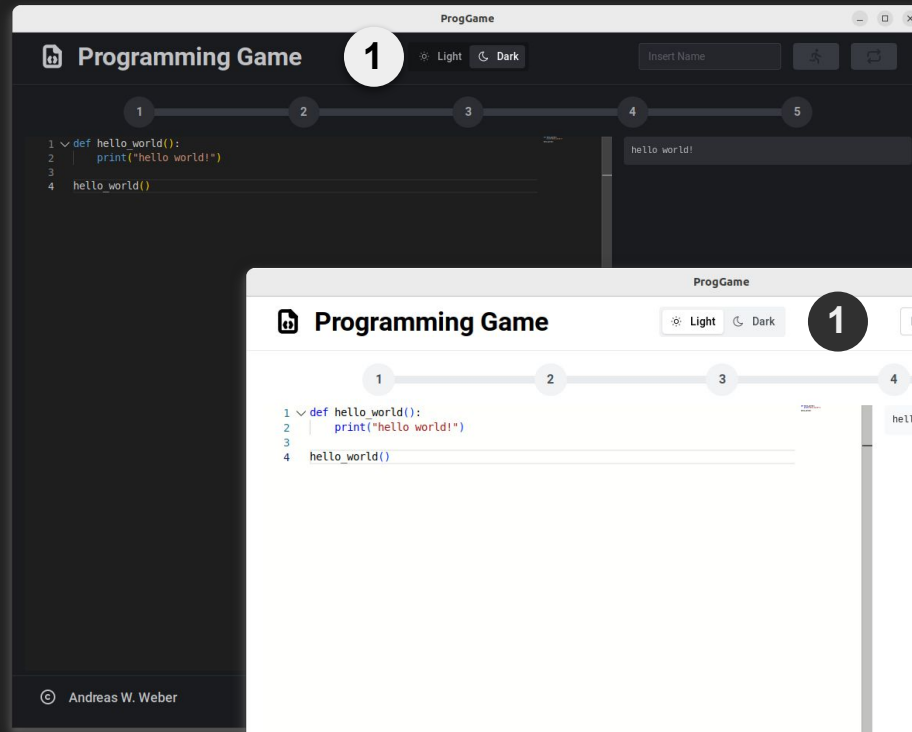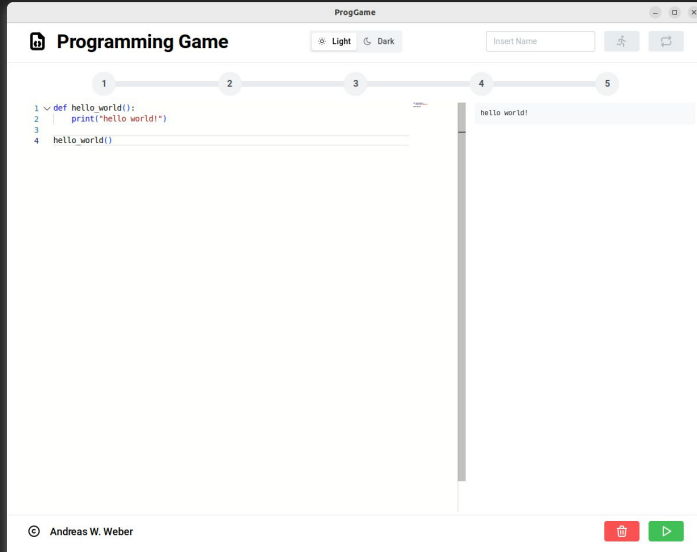# Programming Game

User Manual

Dark & Light Mode

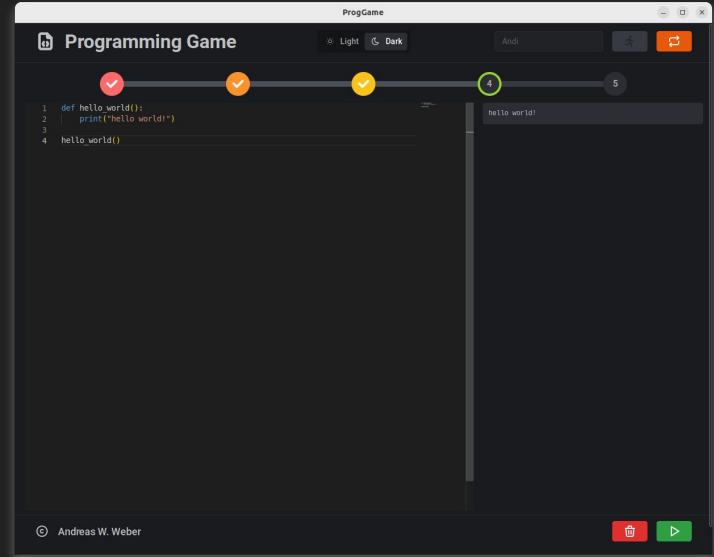The graphical interface can switch ❶ smoothly between **two** colour schemes.

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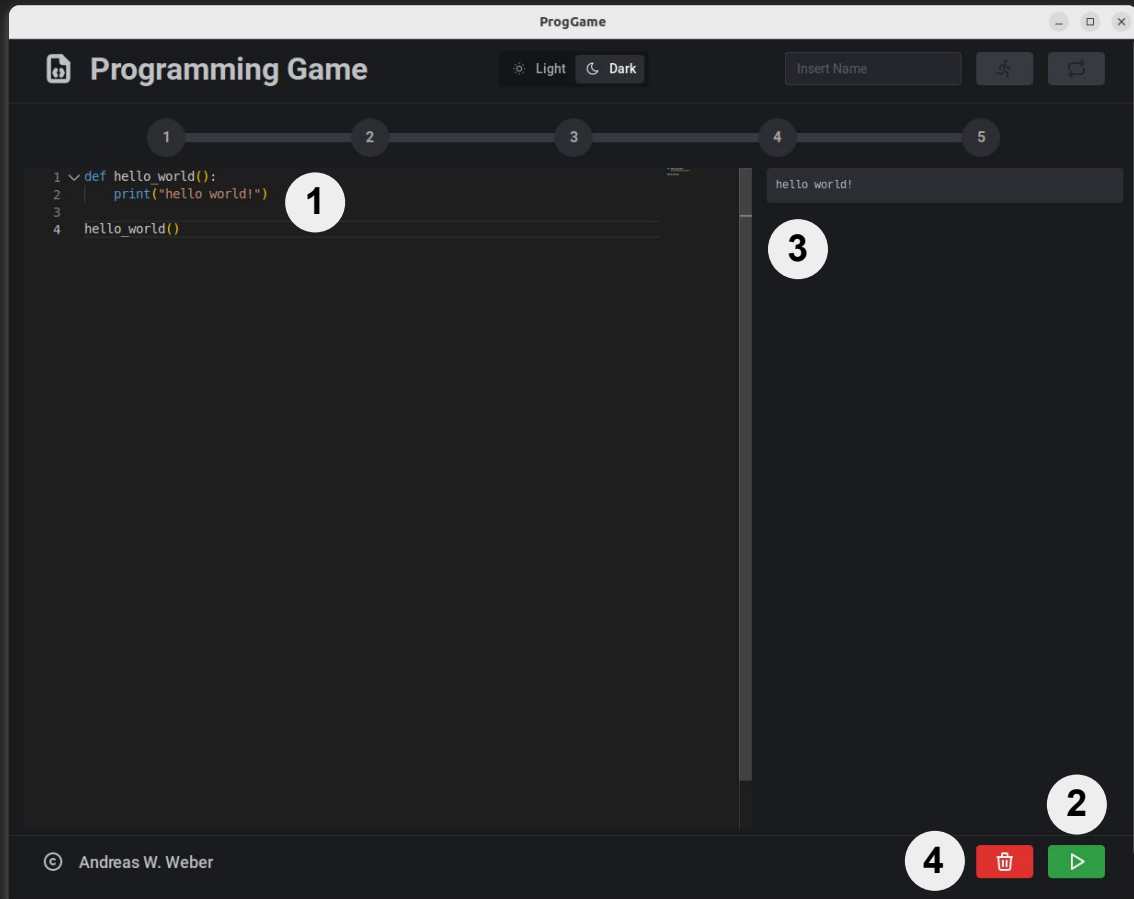
In **mode two**, five randomly selected tasks are loaded into the editor one after the other. Each task can be executed only once. If the program is error-free and passes the test cases, the next task is set. If all five tasks are successfully solved or the challenge is aborted, the program returns to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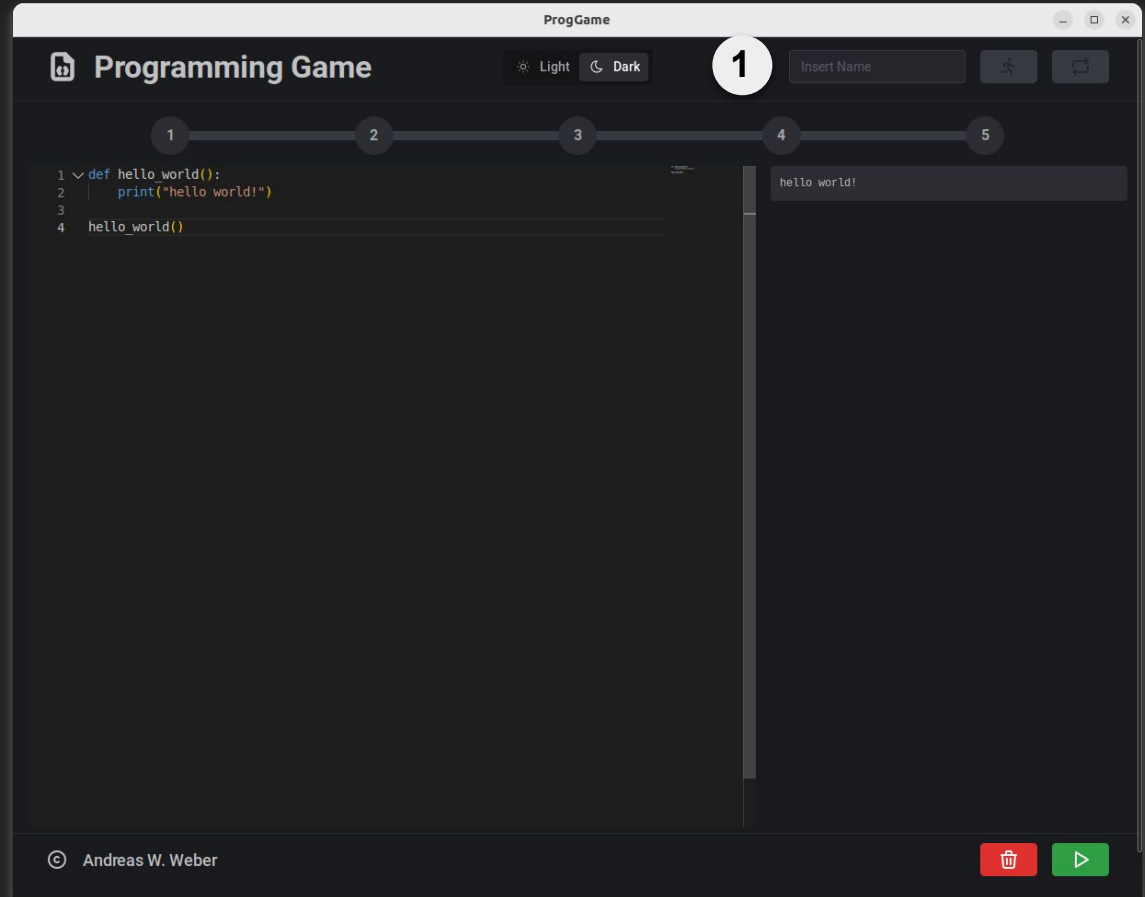
Mode One

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.
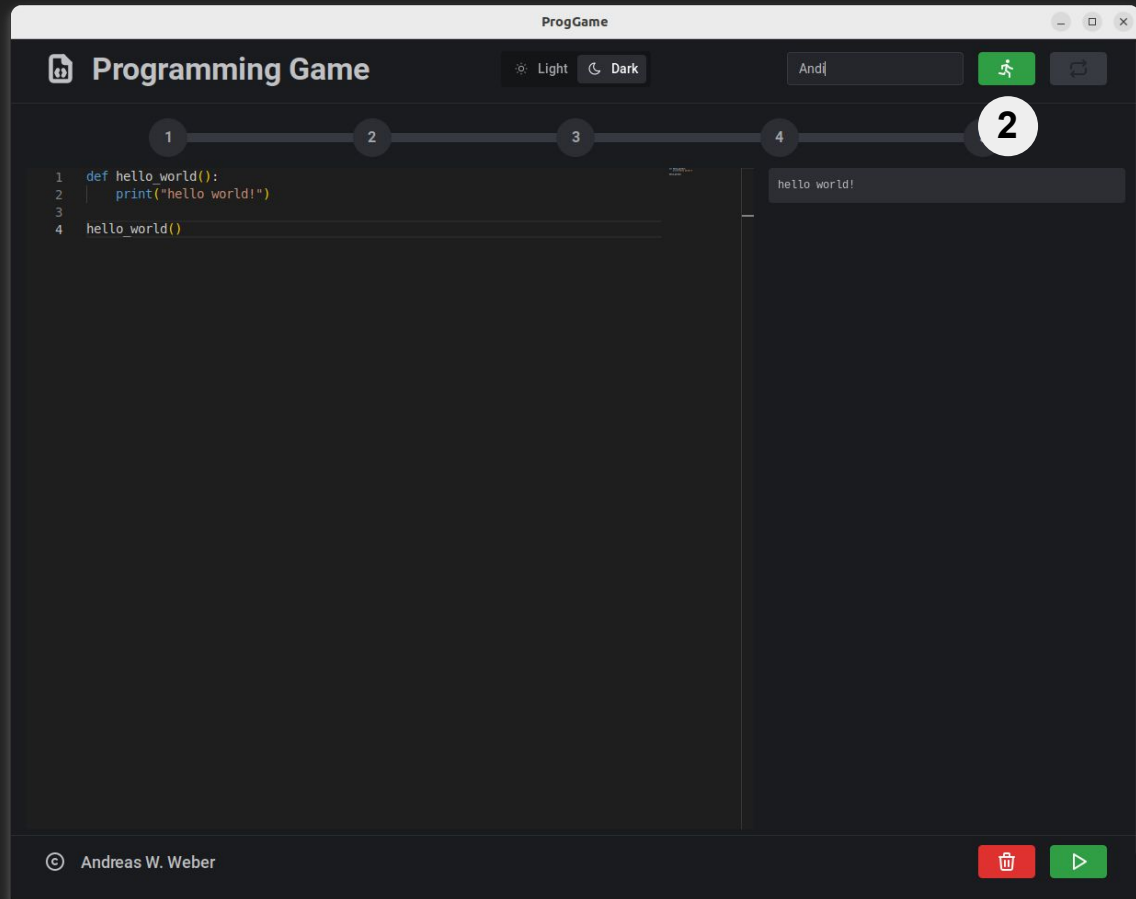
Mode Two

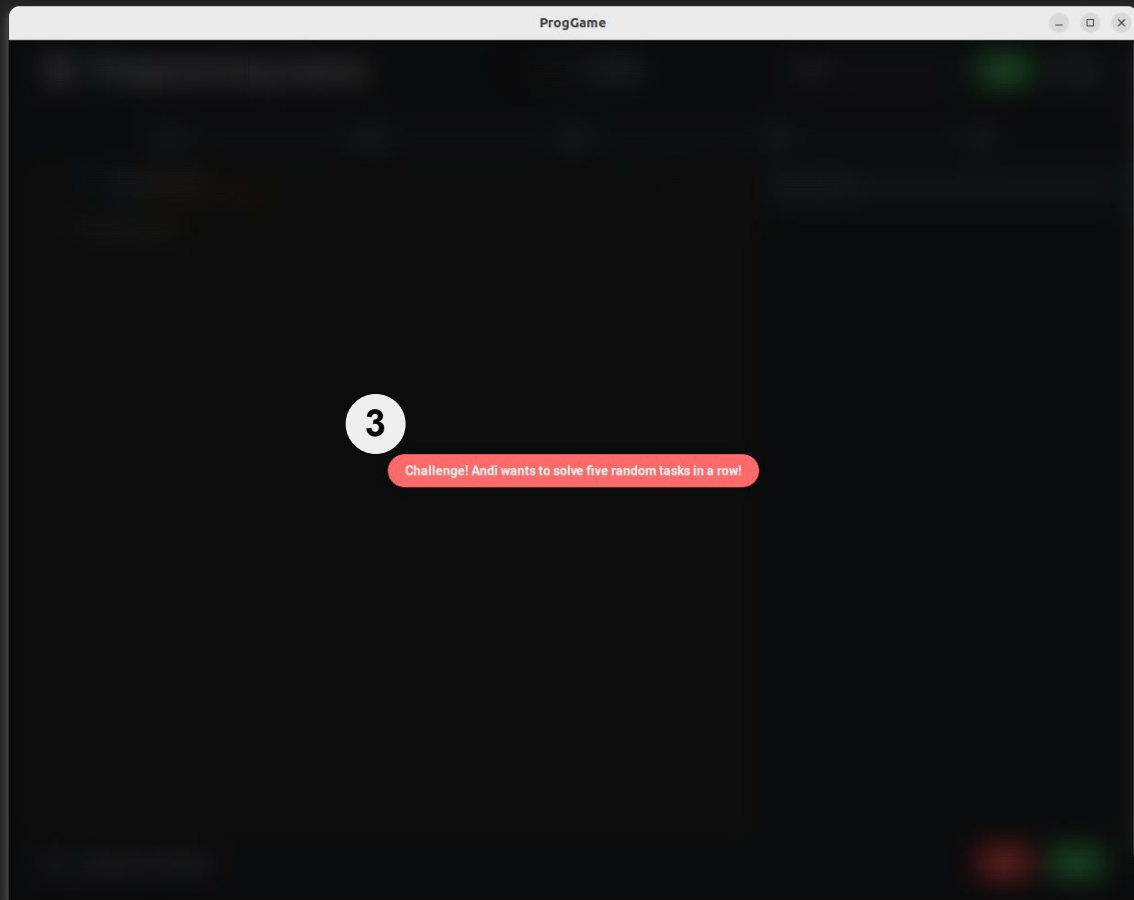To switch to **mode two**, you have to enter your name ❶ and …

Mode Two
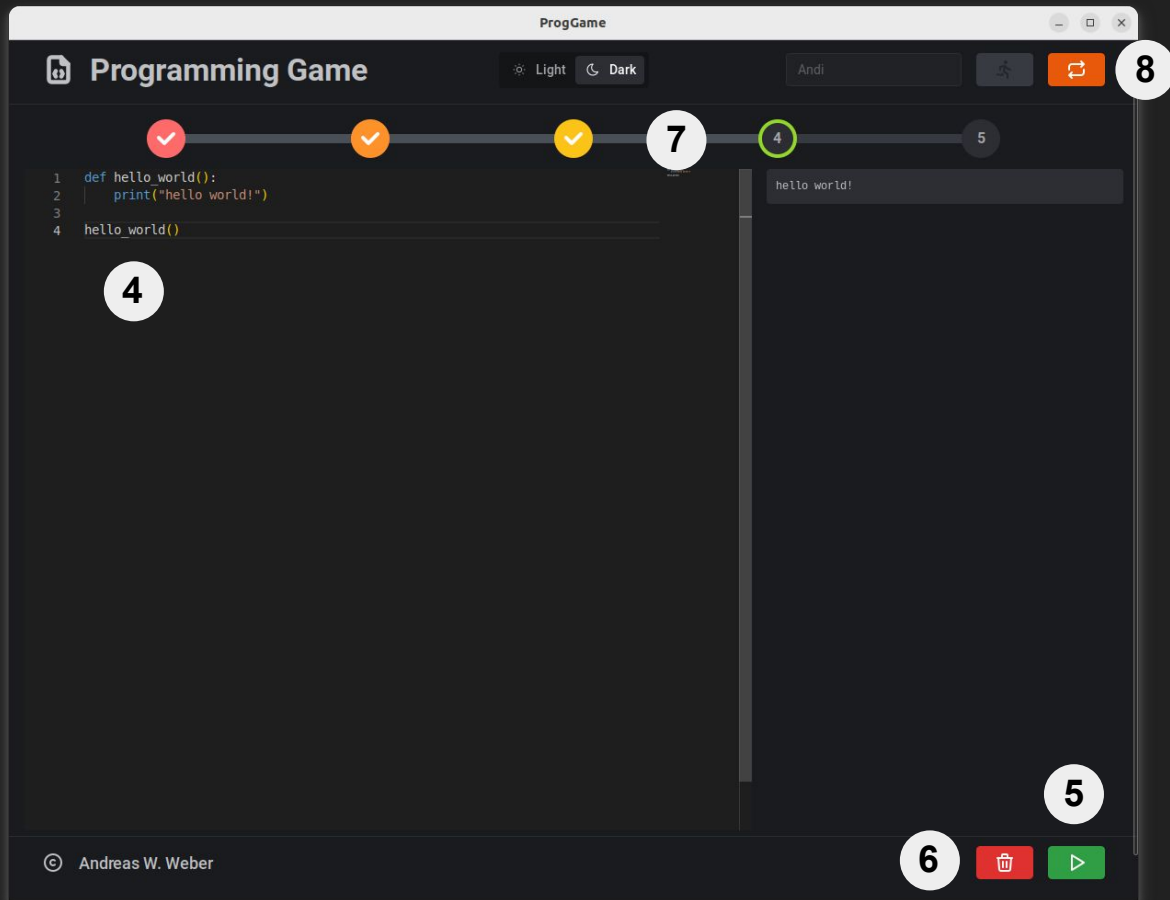
... start the challenge ❷.

Mode Two

After you have confirmed that you are ready ❸, the program will be in **mode two.**
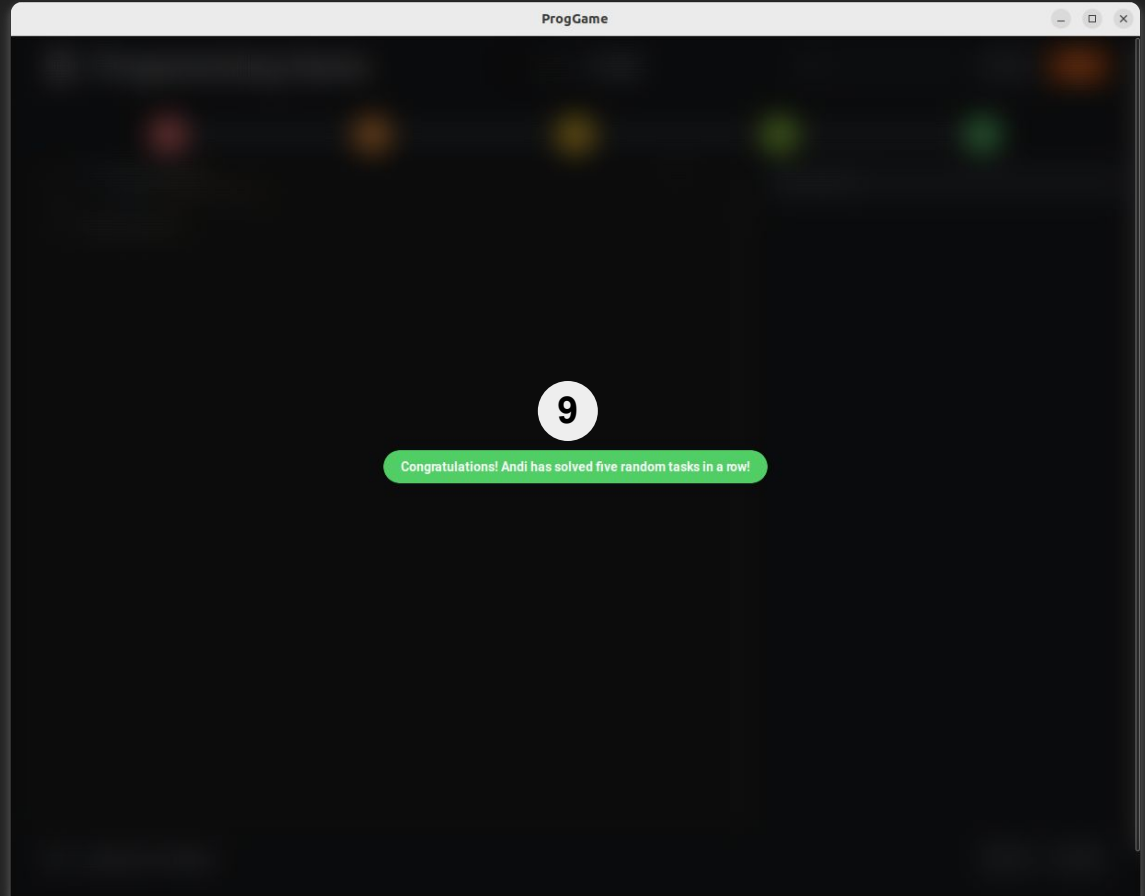
Mode Two

In the editor ❹, solve the randomly selected task and execute it ❺, or reset the content from the editor and the output ❻. You can run each task only once ❺. Resetting the editor and the output ❻ does not affect the evaluation. Repeat this process until you have solved **five** tasks in a row without any errors ❼ or quit the challenge ❽ 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 ❾, the program returns to **mode one**. All entries will be **reset** and five new tasks for the next round will be randomly selected.

❾

Congratulations! Andi has solved five random tasks in a row!

Have fun!