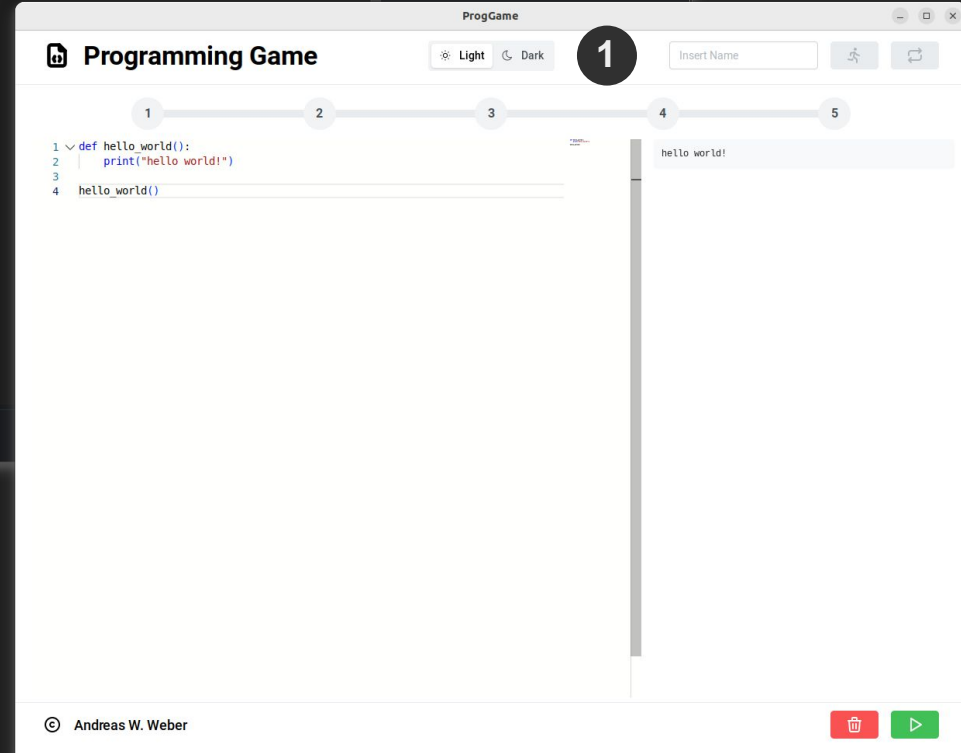
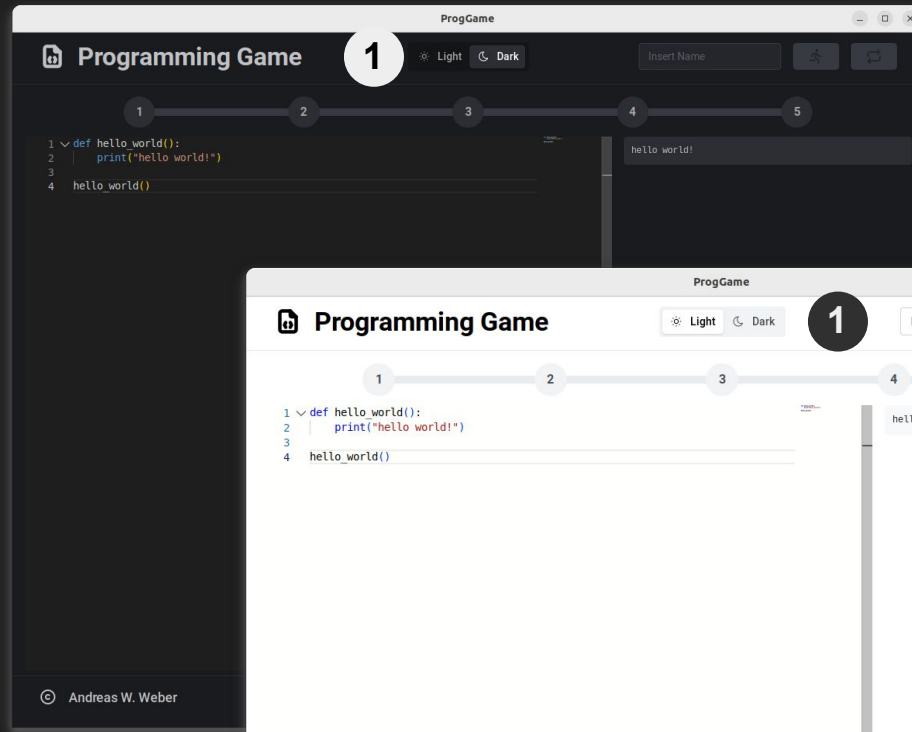


Programming Game

User Manual

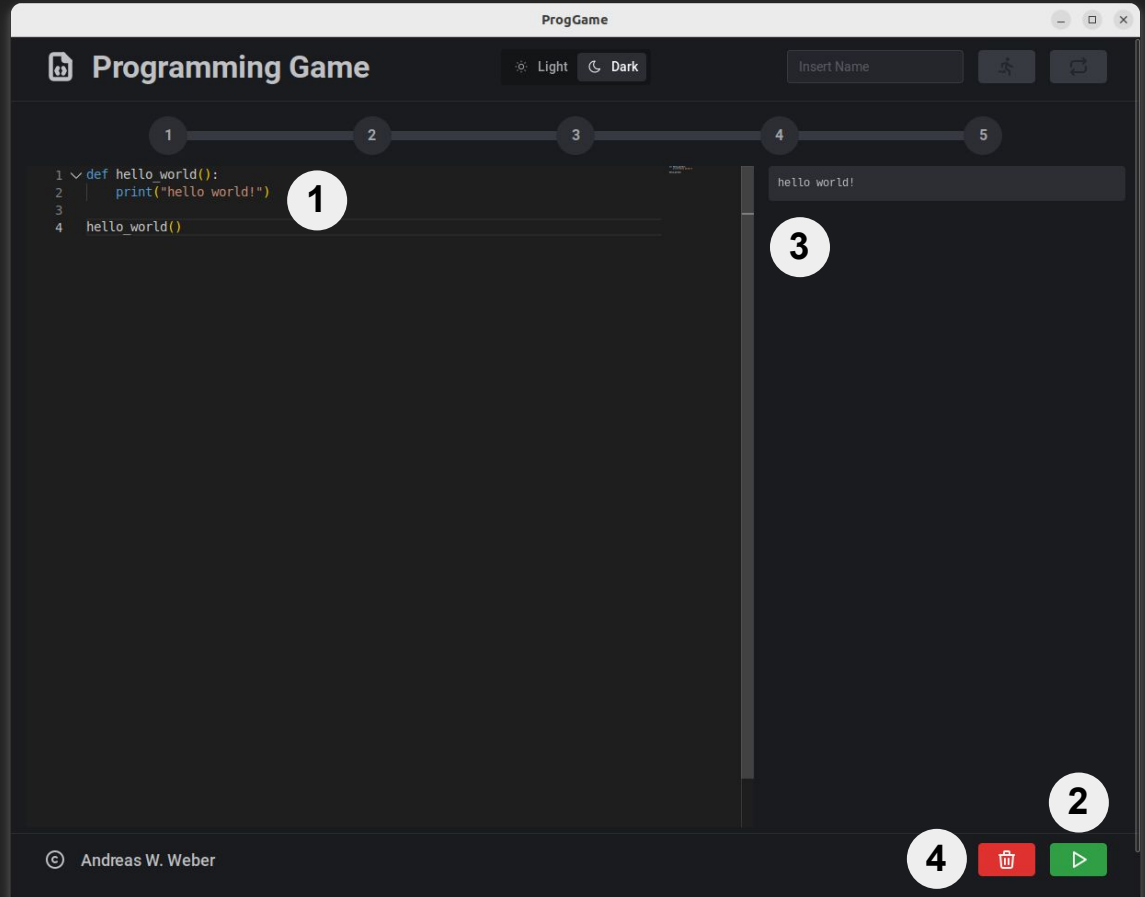
Dark & Light Mode

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



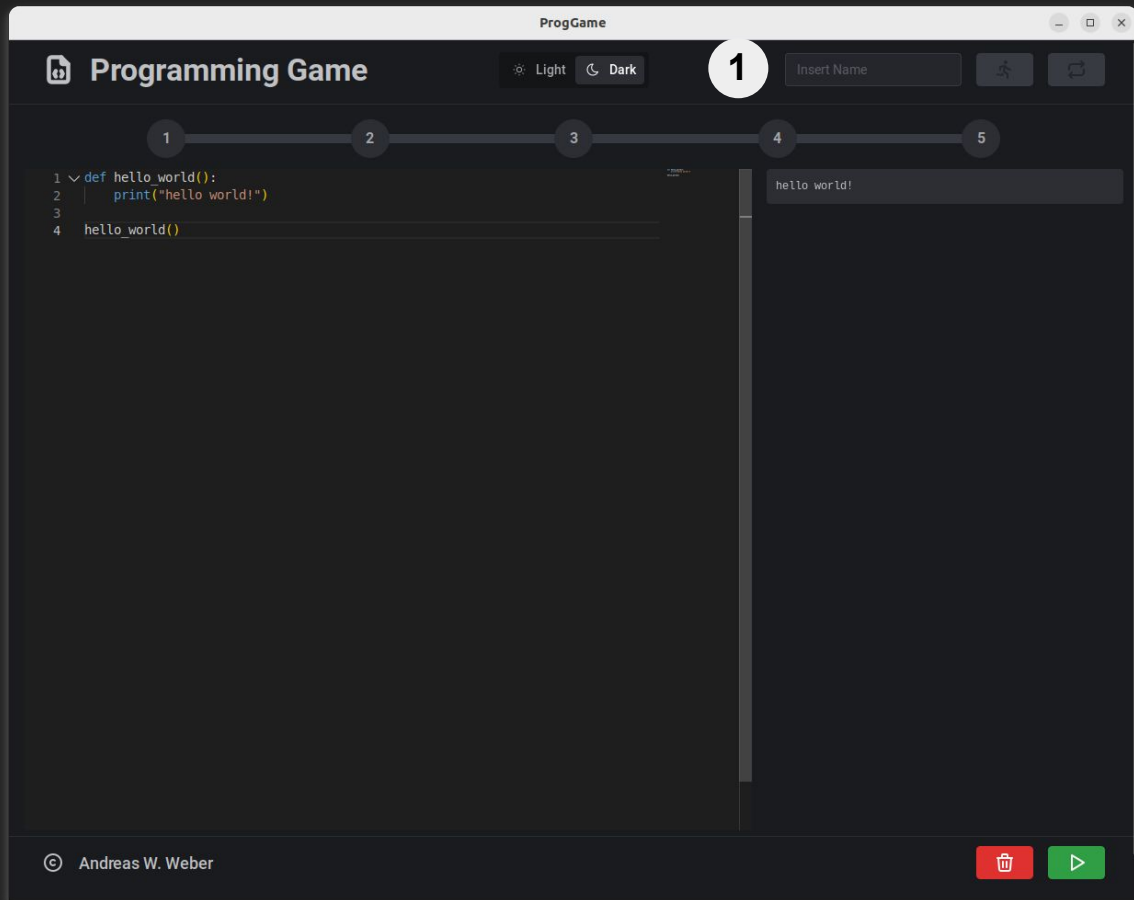
Mode One

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



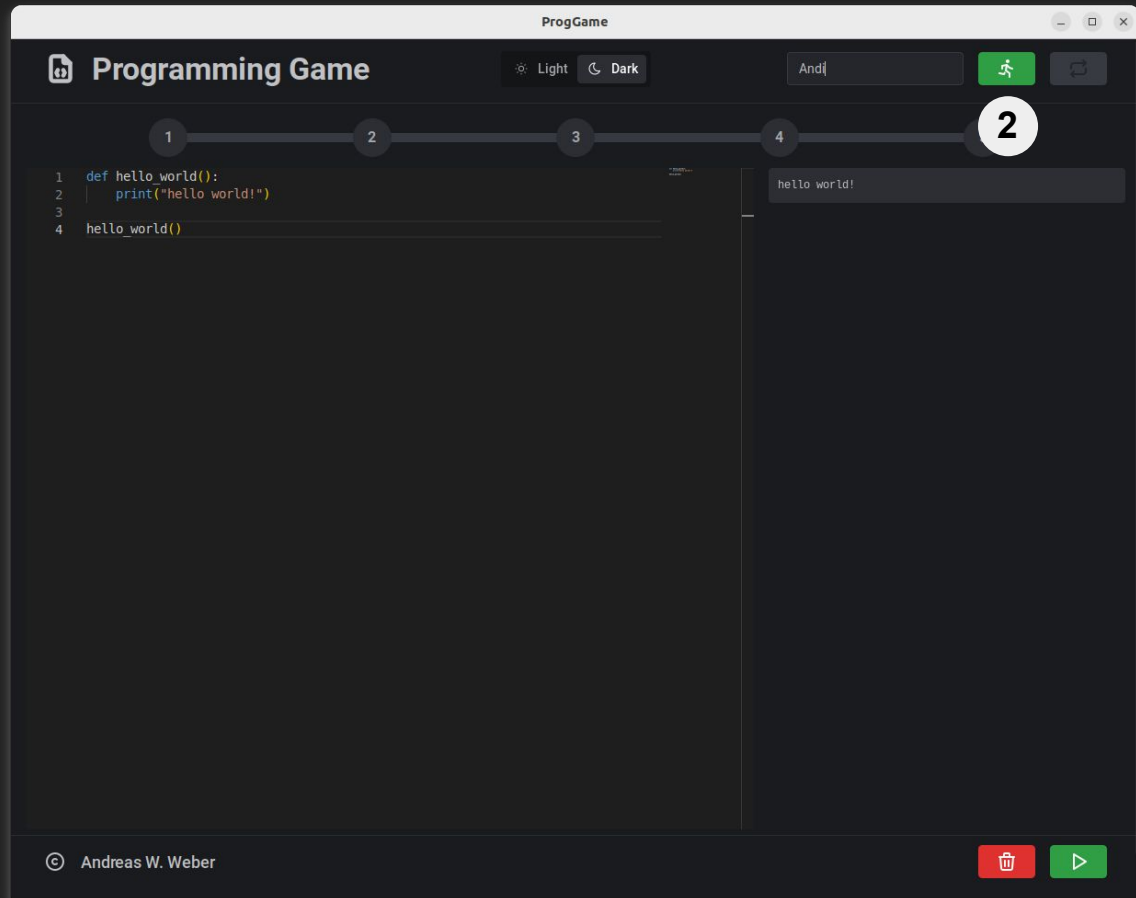
Mode Two

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



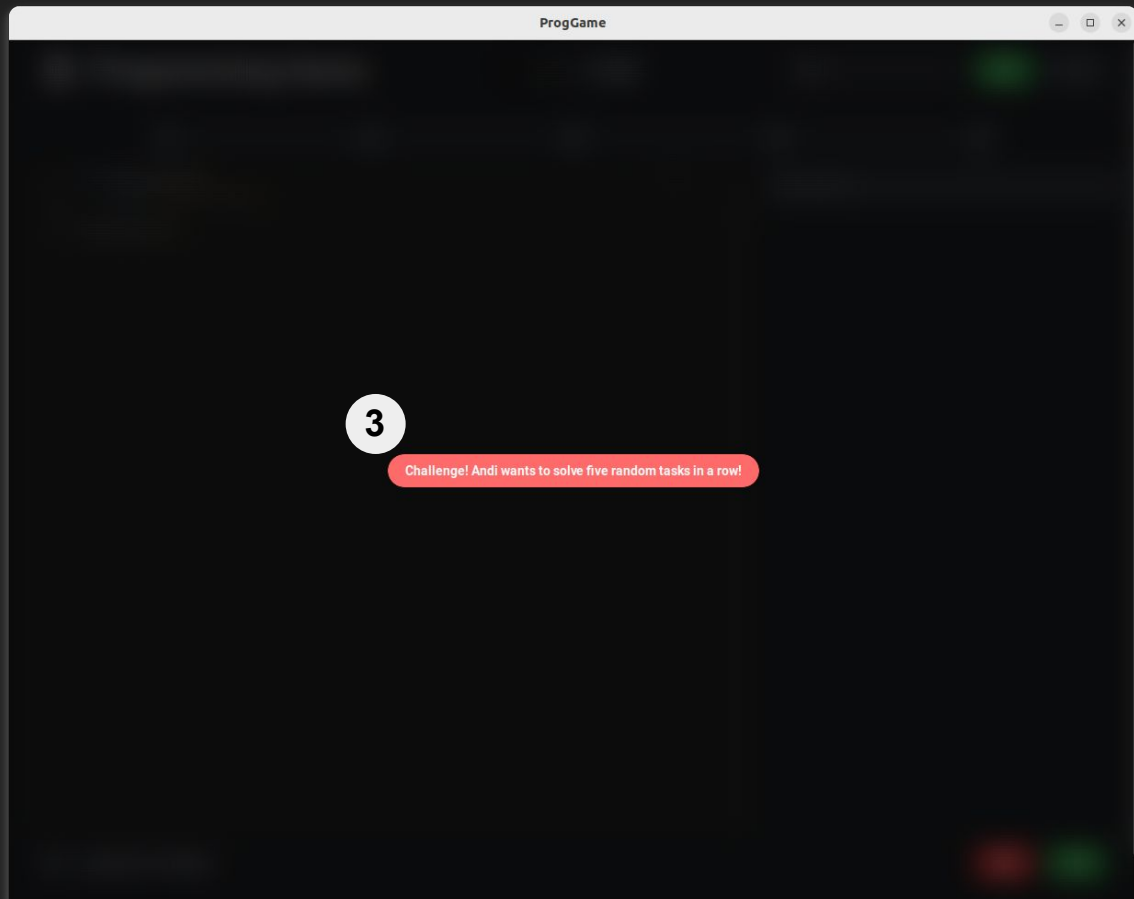
Mode Two

.. start the challenge (2).



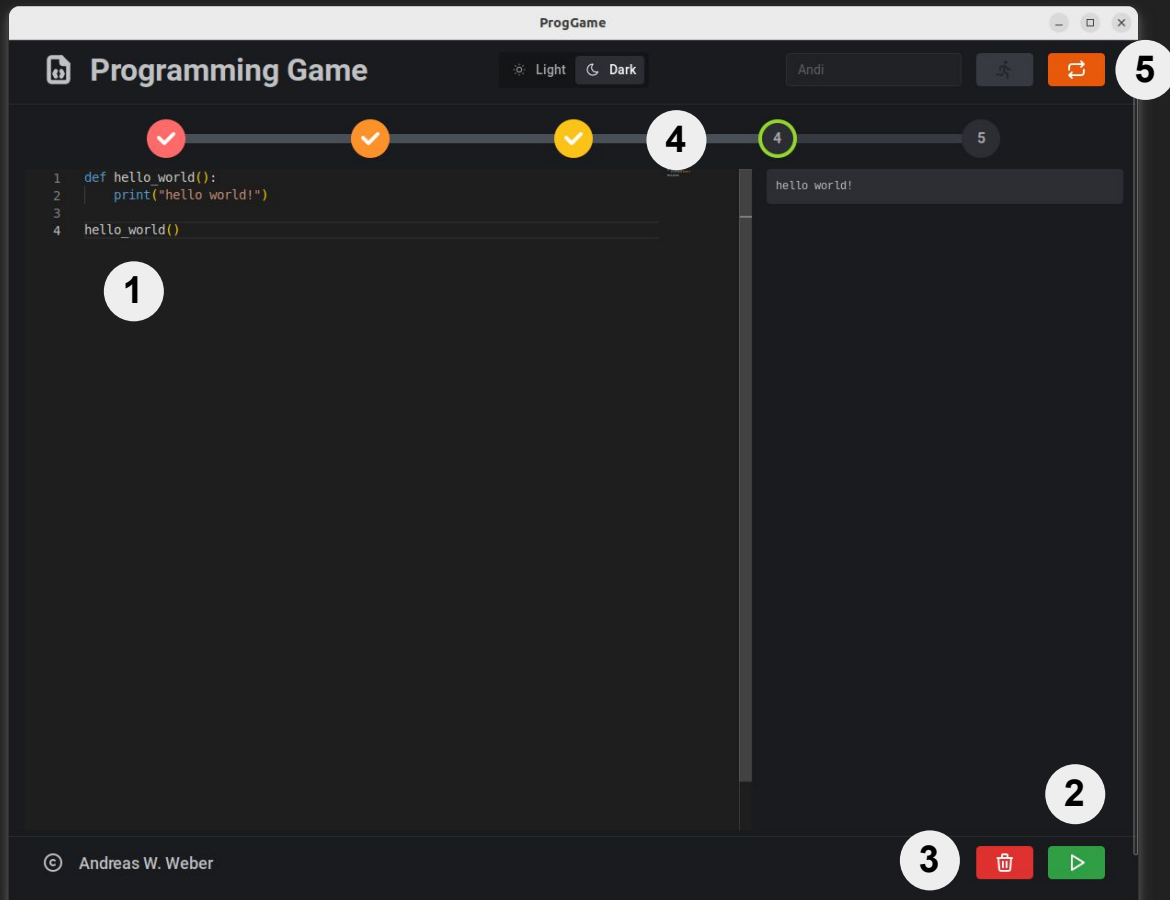
Mode Two

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



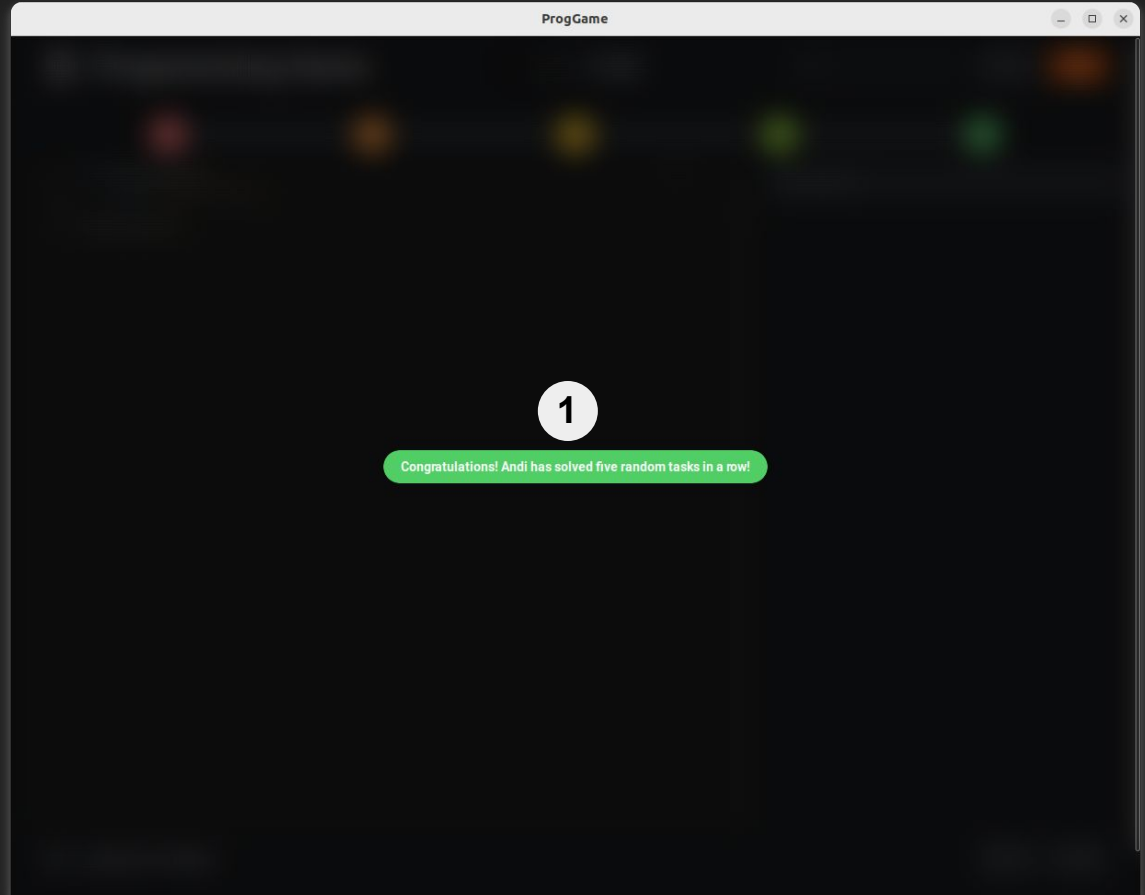
Mode Two

In the editor **(1)**, solve the randomly selected task and execute it **(2)**, or reset the content from the editor and the output **(3)**. You can run each task only once **(2)**. Resetting the editor and the output **(3)** does not affect the evaluation. Repeat this process until you have solved **five** tasks in a row without any errors **(4)** or quit the challenge **(5)**.



Mode Two

If you manage to solve all **five** tasks without any mistakes, you will be congratulated. After you click away **(1)**, 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!