

# BeginCodeLab

## BeginCode Lab User Guide

Welcome to **BeginCode Lab** 🙌

This guide explains **how to write and use BeginCode Lab** using the online compiler.

You do not need to know programming beforehand. Just focus on learning logic and writing simple instructions.

### 1. How BeginCode Lab Works (From a User Perspective)

- You will see a **code editor area** in the online compiler
- You type BeginCode Lab code directly in the editor
- Click the **Run** button ▶
- The output appears in the console area

There is **no file creation**, **no installation**, and **no setup** required.

### 2. Writing Your First Program

Type the following code in the editor:

```
say "Hello, BeginCode Lab!"
```

Click **Run** ▶

You will see:

```
Hello, BeginCode Lab!
```

### 3. Printing Output (`say`)

Use `say` to display text or values.

#### Syntax

```
say <text or variable>
```

#### Examples

```
say "Welcome"  
set score = 90  
say score
```

### 4. Variables (`set`)

Variables store values like numbers or text.

#### Syntax

```
set variable = value
```

#### Examples

```
set age = 15  
set name = "Alex"
```

### 5. Taking Input (`ask`)

Use `ask` to take input from the user.

#### Syntax

```
ask "Question" -> variable
```

#### Example

```
ask "Enter your age:" -> age  
say age
```

## 6. Making Decisions (if / else)

Use if and else to make decisions.

### Syntax

```
if condition:  
    statements  
else:  
    statements
```

### Example

```
ask "Enter marks:" -> marks
```

```
if marks >= 50:  
    say "Pass"  
else:  
    say "Fail"
```

**⚠ Indentation is important.** Use 4 spaces before statements inside if or else.

## 7. Repeating Code (Loops)

### 7.1 Counting Up

```
start i = 1 until i <= 5 increase i:  
    say i
```

### 7.2 Counting Down

```
start i = 5 until i >= 1 decrease i:  
    say i
```

## 8. Functions

Functions help you reuse code.

### Defining a Function

```
define greet:  
    say "Hello"
```

### Calling a Function

```
do greet
```

## 9. Indentation Rules (Very Important)

Correct:

```
if x > 0:  
    say "Positive"
```

Wrong:

```
if x > 0:  
say "Positive"
```

Incorrect indentation will cause errors.

## 10. Complete Example

```
say "Welcome"  
  
ask "Enter your name:" -> name  
ask "Enter your score:" -> score  
  
if score >= 50:  
    say "Passed"  
else:  
    say "Failed"  
  
start i = 1 until i <= 3 increase i:  
    say i  
  
define bye:  
    say "Goodbye"  
  
do bye
```

## 11. Common Tips

 Use quotes for text  Don't forget : after if, loops, and define  Keep indentation consistent (4 spaces)

 **You are now ready to use BeginCode Lab!**  
Practice by writing small programs and experimenting in the editor.