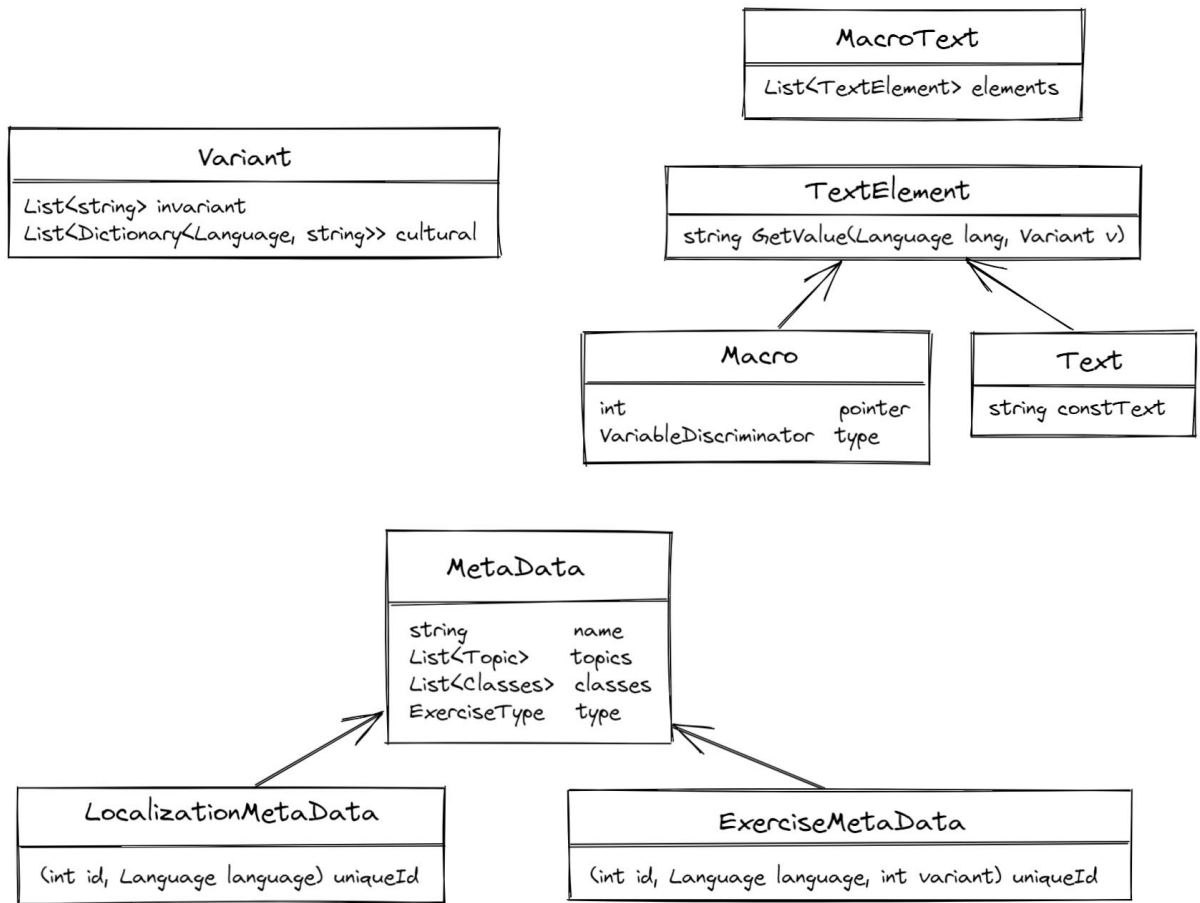


Exercise collection	
int	uniqueId
List<Variant>	variants
Dictionary<Language, ExerciseLocalization>	localizations
Exercise GetExercise(Language lang, int index) List<Exercise> GetLocalizedExercises(Language lang)	

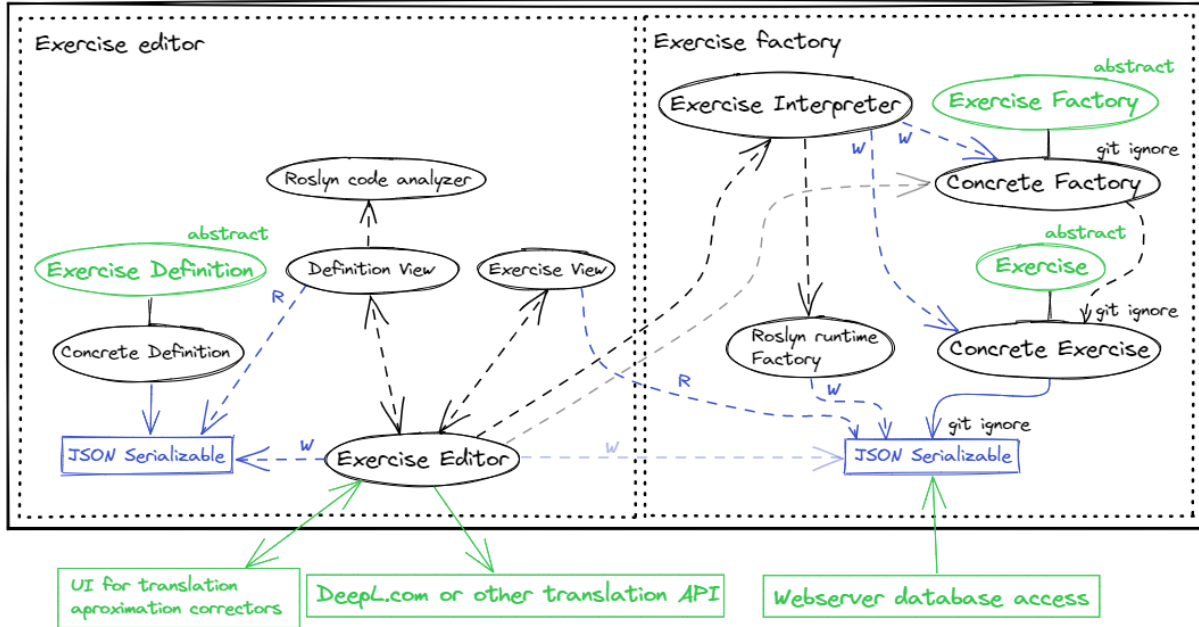
enum Language { pl, ua, en, cs }

ExerciseLocalization	
LocalizationMetaData	metaData
MacroText	assignment
List<MacroText>	questions
List<MacroText>	results
List<MacroText>	solutionsSteps
ExerciseRepresentation ConstructVariant(Variant v)	

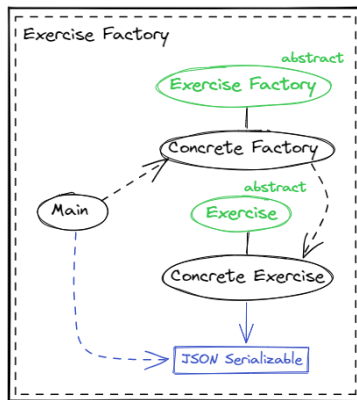


Consider using only one class of metadata, where localization metadata would use default value -1 for variant id... This would use some space, but may simplify the design..

Exercise Engine



Exercise engine 0.1



Possible extension order:

0. Implement exercise engine 0.1
1. Add exercise view
2. Add exercise interpreter, with exercise definition to json serializable
3. Add definition view, change main to exercise editor and split solution to factory and editor part
4. Add Roslyn code analyzer for definition view
5. Add Roslyn runtime factory, making it as primary write route to serialized exercises
6. Add API of editor to deepL.com and make autofill of translation approximation for each new exercise.
7. Create a lot of 9th grade level exercises in English language
8. Make a list on what should be improved/added
9. Add API for translation correctors from other countries
10. Use it yourself to correct Czech translation approximation
11. Start developing webserver that will be using all of this.