A tour of Nix

Usability

1. You read the description/text on the `right pane` (That is what you are doing right now).

2. You write/fix code on the `left pane`:

   - First thing, **complete v on the left, like:**

     v = "understood";

   - Click `run` and if the grey 'output-box' turns

     - **green**

       Everything is good! Change **v** to something else and hit `run` again!

     - **red**

       You have to fix something! If you can't think of what we want from you, then, and only then, click the `solution` button and adapt your solution.

3. Finally there is the `reset` button. If you screwed the code, just hit `reset`.

   Note: Using `reset` you will lose the text you had there before.

The shell

Whenever you hit `run`, this happens:

1. javascript writes `the editor's` contents into the file `/test.nix`

2. then it runs `nix-instantiate.js` with:

   ```
   -I nixpkgs=nixpkgs/ --eval --strict --show-trace /test.nix
   ```

Note: If you've got **Nix** or **NixOS** installed natively, then you can also execute this examples on the shell.

Privacy

We are: *not using* **cookies** *and* **we don't store your results.**

Happy hacking & learning!

Note: If you hit `reload` in your browser, everything is gone!

Note: See video [@youtube](#)

```
1  # code goes here
2  {
3    v="";
4  }
5
```

reset | solution | run

{ v="understood"; }