Exercise 1: YAML

For this exercise, you'll need a simple text editor to create a YAML file. On Windows, you can use NotePad and on Mac OSX, you can use TextEdit. We won't do anything with the file.

Let's say you were writing a YAML file to control a choose-your-own-adventure game. (A choose-your-own-adventure game is where you read part of a story and then you get to make choices as to what happens next in the story.)

Add title and author information

Start with two simple key/value pairs, for title and author. It will look like this:

```
title: Wizard's Choice
author: Delight Games
```

Add a section

Let's now create a list of sections. To do this, create a key/value pair called "sections".

```
sections:
```

Under that, create the first item in sections. It will be indented with a dash. Each section will have an id and a content section.

Note: You can use any number of spaces for indentation, as long as you are consistent throughout the file. Open API specification files tend to have a lot of levels, so I recommend 2 spaces.

```
sections:
  - id: intro
    content:
```

Next, create the content section, which will be a list of paragraphs. Use > so that the first paragraph can span more than one line.

```
    content:
      - >
        You are a young wizard seeking treasure and glory. You
        are walking along a path in the forest. Night has just
        fallen and you're thinking about how it might be a good
        idea to find a campsite. After all, you are in goblin
        territory, and it is dangerous to travel in the dark.
      - Suddenly you smell something awful. What do you do?
```

Finally, add three choices. Add a choice key/value pair, where the value is a list of choices. Each choice will have a description and the id of the section to go to if you make that choice.

```
choices:
  - description: Dive flat on your face
    id: dive

  - description: Hide
    id: hide

  - description: Stop and listen
    id: stop
```

Add a second section

For practice, add another section. This section will be the section the user would see if they chose "Hide" after reading the first section. It will have:

- id of "hide"
- Two choices:
  - Description "Fight the goblins" leading to section with id "fight"
  - Description "Run away" leading to section with id of "run"

Content:

When in doubt, hiding is a fine strategy. And the forest offers plenty of cover.

Now inside the brush, you can see green, glowing eyes staring at you from behind a tree several paces away. You hear a snort as several green-skinned goblins charge out of hiding toward you.

What do you do?

Solution

If you get stuck, you can look at my version of the YAML file:
http://sdkbridge.com/swagger/Exercise1Answer.yaml.