

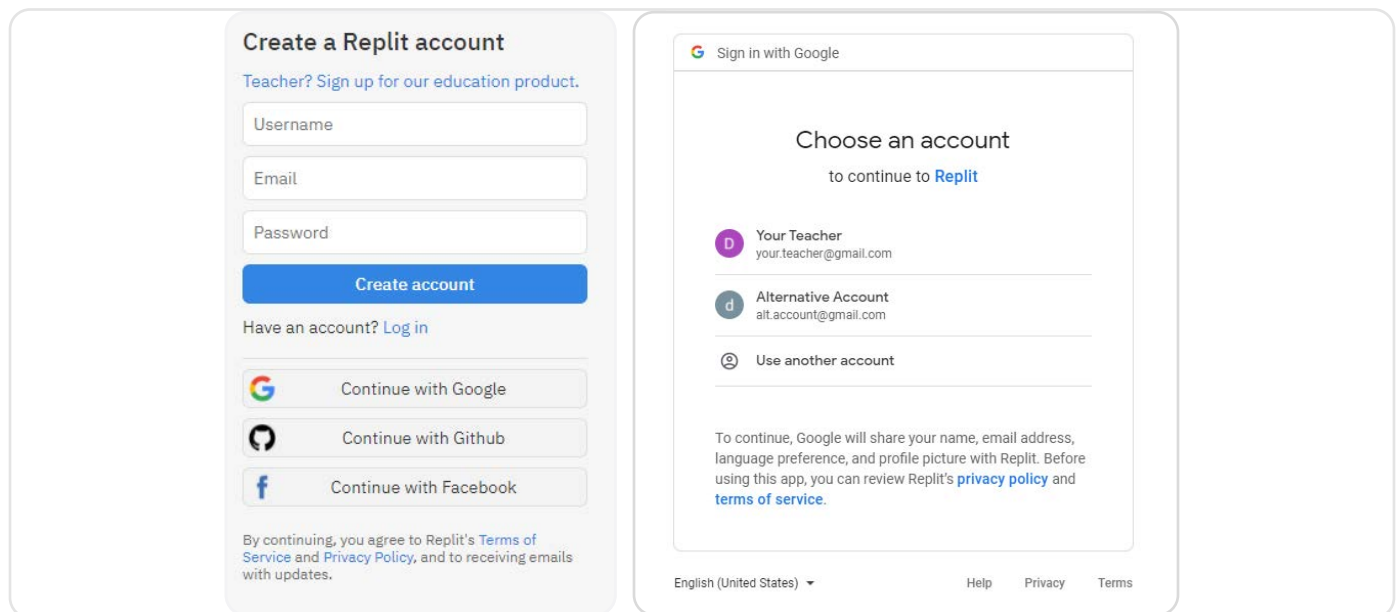


Методический материал

# Инструкция для Replit

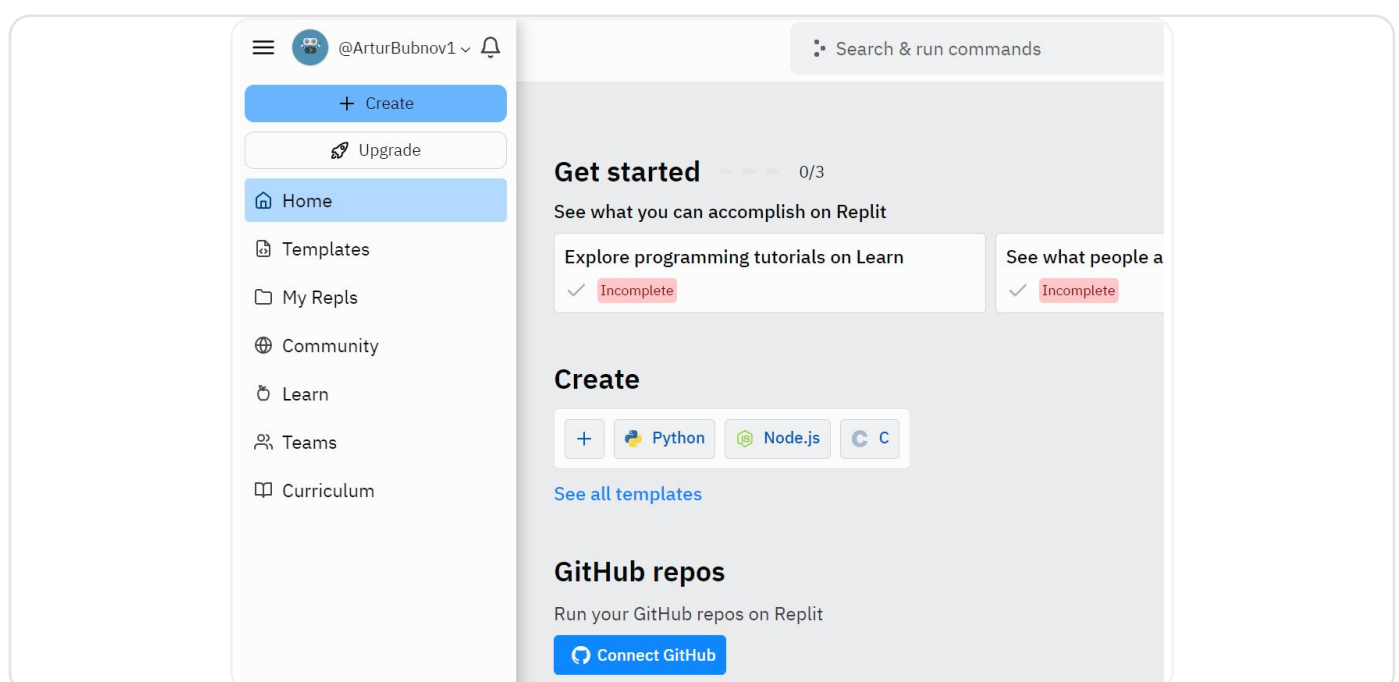
# Получите ссылку на шаблон

- 1 Зарегистрируйтесь в Replit.
- 2 Найдите в домашнем задании ссылку на шаблон Replit, в котором содержится текст задачи.
- 3 Создайте новый аккаунт или войдите через Google, Facebook или Github.



The image shows two side-by-side screenshots of the Replit registration process. The left screenshot is the 'Create a Replit account' page, which includes fields for Username, Email, and Password, a 'Create account' button, and options to 'Continue with Google', 'Continue with Github', or 'Continue with Facebook'. It also has a link for 'Log in' if the user already has an account. The right screenshot is the 'Sign in with Google' page, showing a 'Choose an account' screen with two accounts listed: 'Your Teacher' (your.teacher@gmail.com) and 'Alternative Account' (alt.account@gmail.com), along with a 'Use another account' option. A disclaimer at the bottom explains that Google will share user information with Replit.

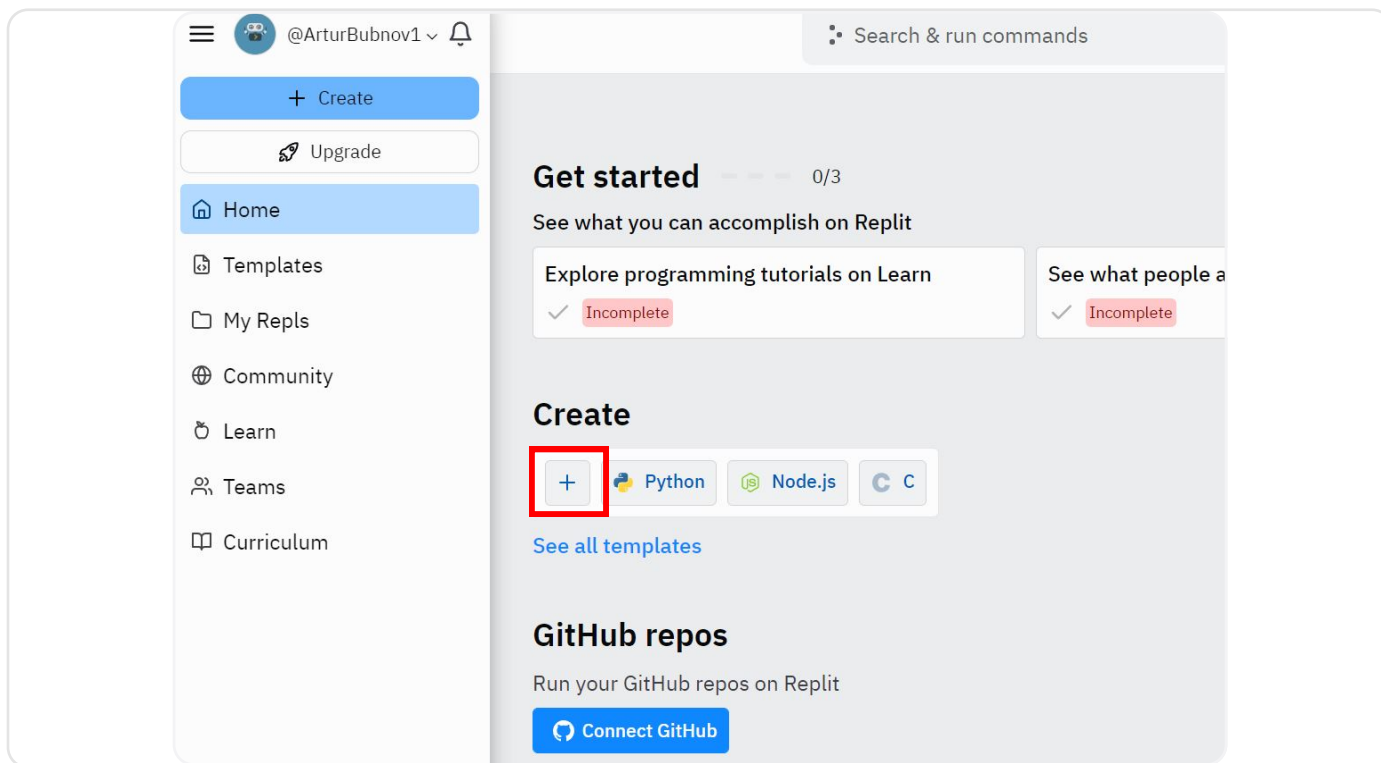
- 4 После регистрации вы будете перенаправлены на основную страницу.



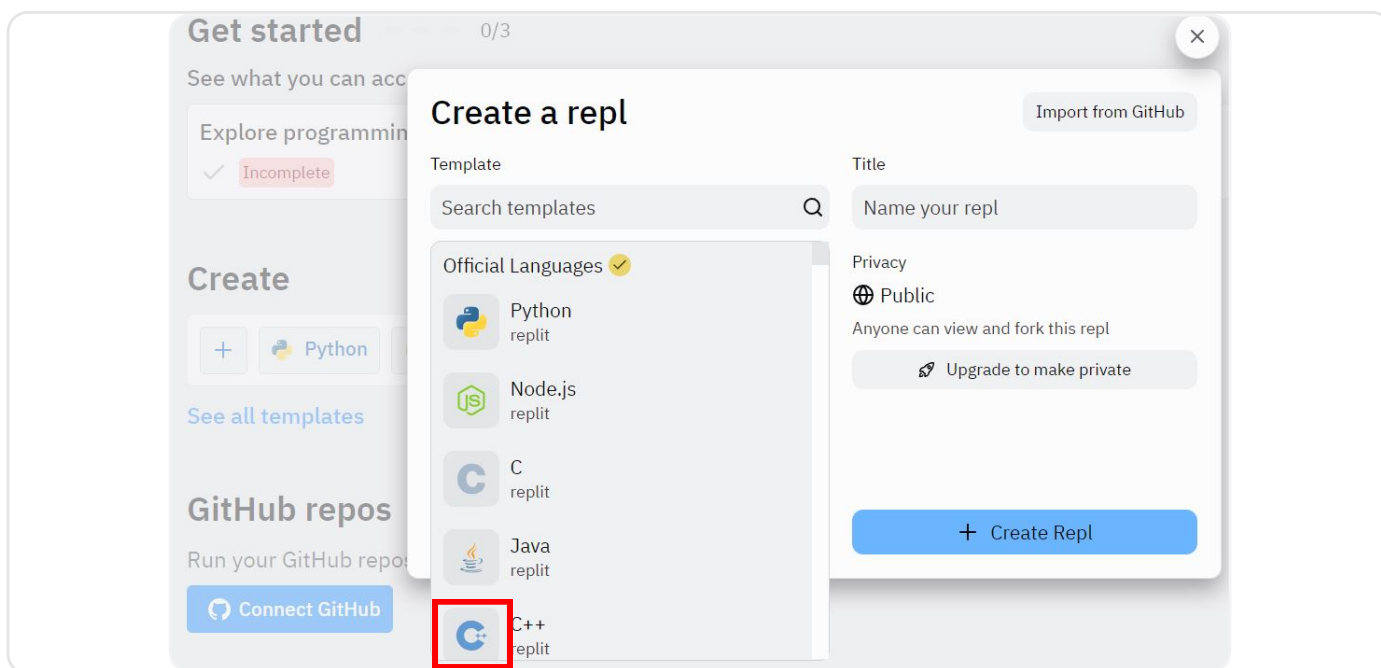
The image shows the Replit main dashboard after registration. On the left is a sidebar with the user's profile '@ArturBubnov1', a 'Create' button, an 'Upgrade' button, and a list of navigation links: Home, Templates, My Repls, Community, Learn, Teams, and Curriculum. The main content area has a search bar at the top. Below it, there's a 'Get started' section with a progress indicator '0/3' and two cards: 'Explore programming tutorials on Learn' and 'See what people a...', both marked 'Incomplete'. Below this is a 'Create' section with buttons for '+', 'Python', 'Node.js', and 'C', and a link 'See all templates'. At the bottom is a 'GitHub repos' section with the text 'Run your GitHub repos on Replit' and a 'Connect GitHub' button.

- 4 Вы можете начать работу с задач, которые даны в конце видео, или повторить задачу за преподавателем:

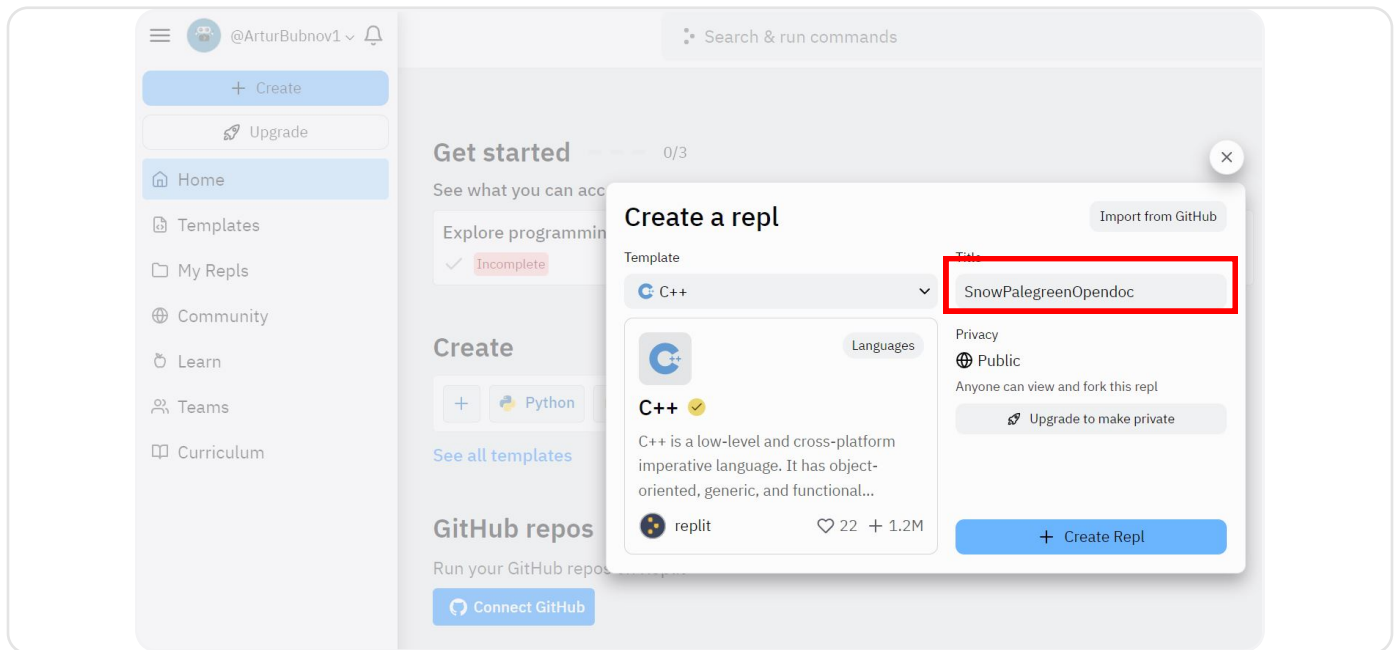
- выберите «+»;



- выберите язык C++;



- назовите ваш replit. Если вы оставите поле для имени пустым, то Replit сам придумает имя.



- 5** Вы можете программировать, как только создадите replit.

