

Using a Low-Code Environment to Teach Programming in the Era of LLMs

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Kotlin Onboarding: Introduction

Introduction

The first date with programming

Chat

Warm Up

Mastermind Advanced

Hangman

kotlin

jetbrains.kotlin.course.hangman

Main.kt

Almost done

Last push

Feedback survey

Main.kt

1 package jetbrains.kotlin.course.hangman

2

3 ① fun generateNewUserWord(secret: String, guess: Char, currentUserWord: String): S

4 description {

5

6 ② Create `newUserWord` equal to empty string

7 In a loop over all indices `i` in `secret` do

8 if `secret[i]`

9 then add to `newUserWord` `secret[i]` and a space

10 else add to `newUserWord` `currentUserWord[i * 2]` and a space

11

12 */

13 }

14 ③ draft {

15 // This code will be generated by the command you promoted

16 // Please, fix the highlighted issues to complete the task

17

18 var newUserWord = ""

19 for (i in secret.indices) {

20 ④ newUserWord += if (TODO("boolean type required")) {

21 "\${secret[i]}\$separator"

22 } else {

23 "\${currentUserWord[i * 2]}\$separator"

24 }

25 }

26 return TODO("no return type")

27 }

28 }

Description

Task 3/9: Hangman - generateNewUserWord Function

Now, we will implement a function that builds a new string to display after a user's guess.

Task

Implement the generateNewUserWord function, which generates a new sequence of underscores and already guessed letters using a string for secret , a char for the user's guess , and a string for the currentUserWord .

Incorrect prompt! Moments ago ⑤

Please, specify all fragments that are highlighted yellow

Show Full Feedback...

Check

Kotlin_Onboarding_Introduction > TheFirstDateWithProgramming > task > src > main > kotlin > jetbrains > kotlin > course > first > date > Main.kt

39:34 LF UTF-8



Full text



Demo-video