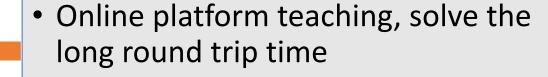
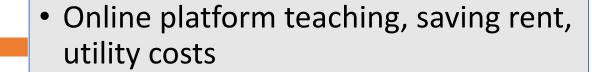
The problems faced by offline children's programming education companies

 Traveling to and from children's programming education institutions takes too long time



 High operating costs: offline programming campuses are costly



Underutilization of faculty

 Online and offline sharing of faculty to improve efficiency of teacher use

 Low penetration rate of children's programming industry and fragmented student population Combine online and offline, reasonable online and offline layout according to students' situation