

# MICROSOFT GITHUB COPILOT LEARNING CAPSULE

## *Advanced Prompt Engineering*

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July, 2025

# Advanced prompt engineering: objectives of this Learning Capsule

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1

Identify the three pillars of an efficient prompt



2

Demonstrate how to prompt efficiently



3

Answer your questions and share feedback



# Different prompt engineering technics with AI

## Zero-Shot Learning

Give GitHub Copilot a task without any prior examples. You describe what you want in detail, assuming AI has not prior knowledge of the task



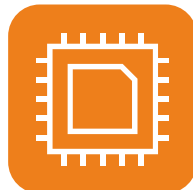
## One-Shot Learning

Give an example along with your prompt



## Few-Shot Learning

Provide few examples to help AI understand the pattern or style of response you are looking for



## Chain-of-Thought Prompting

Ask AI to detail its thought process step-by-step



## Iterative Prompting

Refine your prompt based on the output you get



## Negative Prompting

Tell GitHub Copilot what to not do



## Prompt Chaining

Break down a complex task into smaller prompts and then chaining the output



## Hybrid Prompting

Combine different methods, like few-shot learning + chain-of-thought

# The 3 pillars of an efficient prompt with GitHub Copilot



## INSTRUCTION

Give a clear and precise directive on the action to be performed or the code to be generated

### Example

Write a Python function to sort a list in ascending order.



## CONTEXT

Keep important files open in your IDE to add context to your prompt and complete the instruction

### Example

The project uses Python 3.9 and the function must be adapted to large lists.

The files we are working on as part of COPILOT



## EXAMPLE

Provide an example of a precise, pre-established result to orient the result on a similar solution

### Example

Draw inspiration from the sorting function you previously generated, but use an iterative approach instead of a recursive one

# Applying the 3 pillars of a good prompt

The screenshot shows an IDE with a GitHub Copilot sidebar on the left and a code editor on the right. The sidebar contains a prompt box with the text: "Generate a method that returns a single User with their ID, name, and email. Base it on the architecture of the existing 'getAllUsers' method to produce this new method. The method must be similar to the implementation of the User class you have in context. The method should also follow the existing comment rules. The result should be, for example: User(1L, 'John Doe', john.doe@example.com)." Below the prompt box, there is a "Plan" section with three steps: 1. Define a new method 'getUserById' that takes a 'Long' parameter for the user ID. 2. Use a switch statement or if-else to return a specific 'User' object based on the provided ID. 3. Follow the same structure and annotations as the 'getAllUsers' method. Below the plan, there is a "Code" section with the following code snippet: 

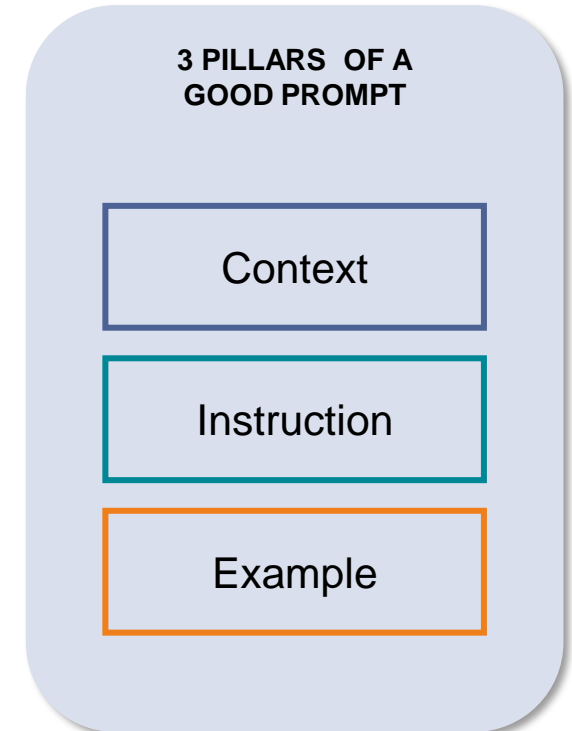
```
@GetMapping("/{id}")
public User getUserById(@PathVariable Long id) {
    if (id == 1L) {
```

 The code editor on the right shows the implementation of the 'UserController' class. It includes a comment: 

```
/**
 * Retrieves a list of all users.
 *
 * @return A list of User objects representing
 */
```

 and the following code: 

```
@GetMapping
public List<User> getAllUsers() {
    return Arrays.asList(
        new User(id:1L, name:"John Doe", email:
        new User(id:2L, name:"Jane Smith", email:
    );
}
```



*Generate a method that returns a single User with their ID, name and email. Base it on the architecture of the existing "getAllUsers" method to produce this new method. The method must be similar to the implementation of the User class you have in context. The method should also follow the existing comment rules. The result should be, for example: User(1L, "John Doe", john.doe@example.com)*



# Demonstration



Do you have any  
questions?

