

```

public class CodeAdventure {
    public static void main(String[] args) {
        int level = 1;
        int score = 0;
        int energy = 100;
        String player = "You";
        System.out.println("==== CODE ADVENTURE ====");
        System.out.println("Welcome to the IT challenge!");
        while (energy > 0 && level <= 5) {
            System.out.println("Level " + level + " starting task...");
            String[] topics = {"Linux", "Hardware", "Programming", "Graphics"};
            String task = topics[(int)(Math.random() * topics.length)];
            System.out.println("Working on: " + task);
            int gain = (int)(Math.random() * 10 + 25) + 10;
            score += gain;
            energy -= (int)(Math.random() * 20);
            System.out.println("Progress: " + gain + " XP | Total: " + score);
            if (score > level * 80) {
                level++;
                System.out.println("**** LEVEL UP! ****");
                System.out.println("New skill unlocked!");
            }
            if (energy < 30) {
                System.out.println("Recharging... □");
                energy += 25;
            }
            System.out.println("-----");
        }
        System.out.println("Game over. Final score: " + score);
        System.out.println("Thanks for playing, " + player + "!");
    }
}

```

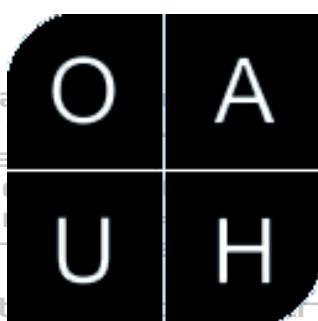
AJTÁCI

print "Vstup do světa IT!"

odpolední kurz pro zájemce o IT

Pro holky a kluky 7. - 9. tříd

Od 2. února 2026



co si vyzkoušíš

- Úvod do programování
- Hardware – z čeho se skládá počítač
- Linux a práce s virtuálním prostředím
- Počítačová grafika
- Sítě a IP adresy

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Zjisti více



zlínský kraj
Kraj bez hranic