swell

1/4 **Lesson 1**

⭐ Checkpoint 1

☆ Checkpoint 2

☆ Checkpoint 3

☆ Checkpoint 4

0/5 **Lesson 2**

0/6 **Lesson 3**

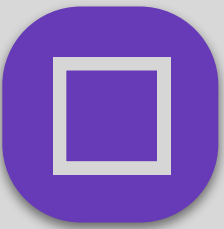0/3 **Lesson 4**

0/? **Lesson 5**

CODE

```
1   print("Hello, World!");
2
```

DOCS

Debug

Clear

Run

CANVAS

Hello, World!

Checkpoint 1

Page 1 of 2

To begin, let's tell the computer to write something on the CANVAS!

....

HINT: write in the CODE box `print("Hello, world!")`

⭐ Goal Cleared: Write on the Canvas!

swell

1/4 Lesson 1

⭐ Checkpoint 1

⭐ **Checkpoint 2**

⭐ Checkpoint 3

⭐ Checkpoint 4

0/5 Lesson 2

0/6 Lesson 3

0/3 Lesson 4

0/5 Lesson 5

CODE

```
1   var x = 100;
2   y = 200;  ◀
3   print(rect(x,y));
```

🔺 Seems like you declared a variable in a wrong way. Remember to use the keyword `var`, like this:

```
var y = 200;
```

DOCS

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Clear

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CANVAS

Checkpoint 2

Page 1 of 3

Now that we managed to write some words on the canvas, let's do something more exciting!
....
HINT: write `ellipse(100, 100)` to draw a circle.

◀   ▶

⭐ **Goal: Draw a cow!**