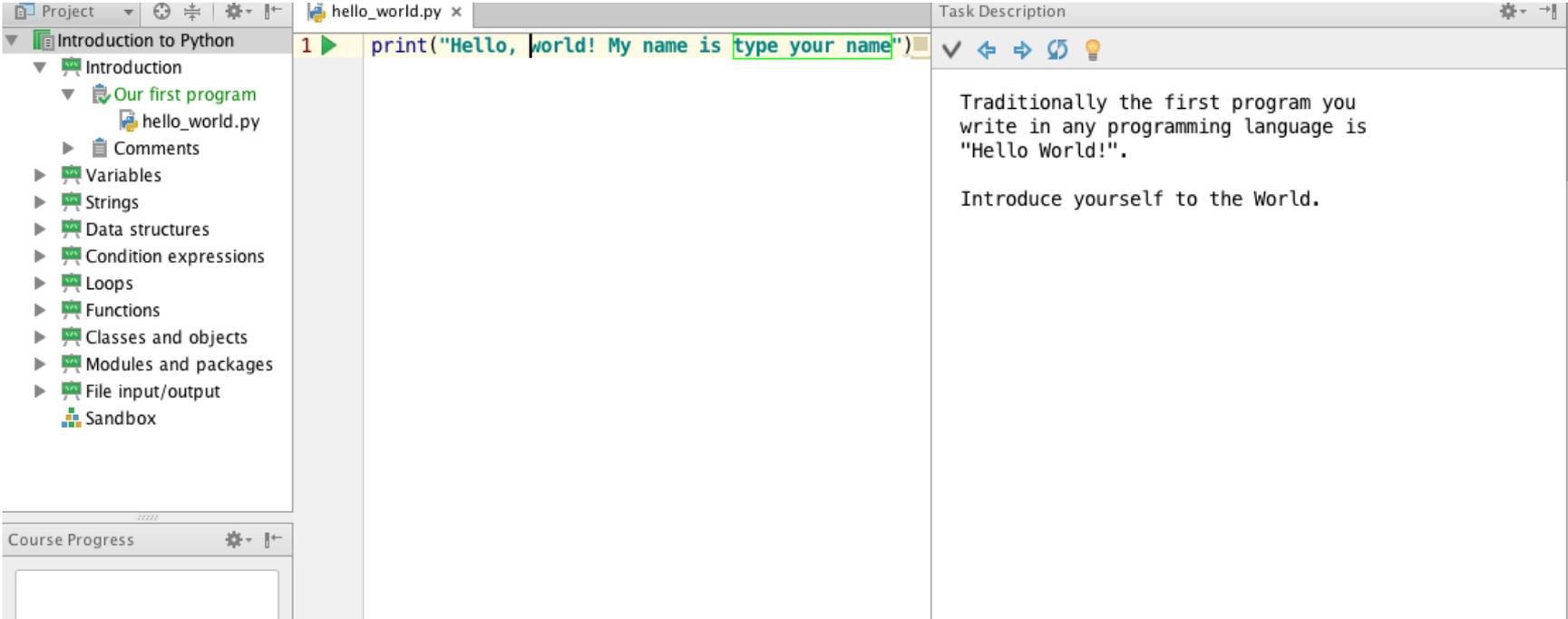


# Обучающий плагин для Kotlin

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# PyCharm Educational Edition



The screenshot displays the PyCharm Educational Edition interface. On the left, a project tree shows the following structure:

- Introduction to Python
  - Introduction
    - Our first program
      - hello\_world.py
      - Comments
    - Variables
    - Strings
    - Data structures
    - Condition expressions
    - Loops
    - Functions
    - Classes and objects
    - Modules and packages
    - File input/output
    - Sandbox

The main editor window shows the file `hello_world.py` with the following code on line 1:

```
print("Hello, world! My name is type your name")
```

The `type your name` string is highlighted with a green box. The right-hand panel, titled "Task Description", contains the following text:

Traditionally the first program you write in any programming language is "Hello World!".

Introduce yourself to the World.

At the bottom left, there is a "Course Progress" section with a settings icon.

# Statically typed programming language for the JVM, Android and the browser

100% interoperable with Java™

TRY KOTLIN

# Задача

Адаптировать обучающий плагин для языка Kotlin:

- разобраться в архитектуре IntelliJ IDEA
- научиться писать на Kotlin
- написать специфическую для Kotlin часть плагина

# Формат

- 1 студент (не дипломная работа)
- Java
- регулярные встречи в БЦ Universe