
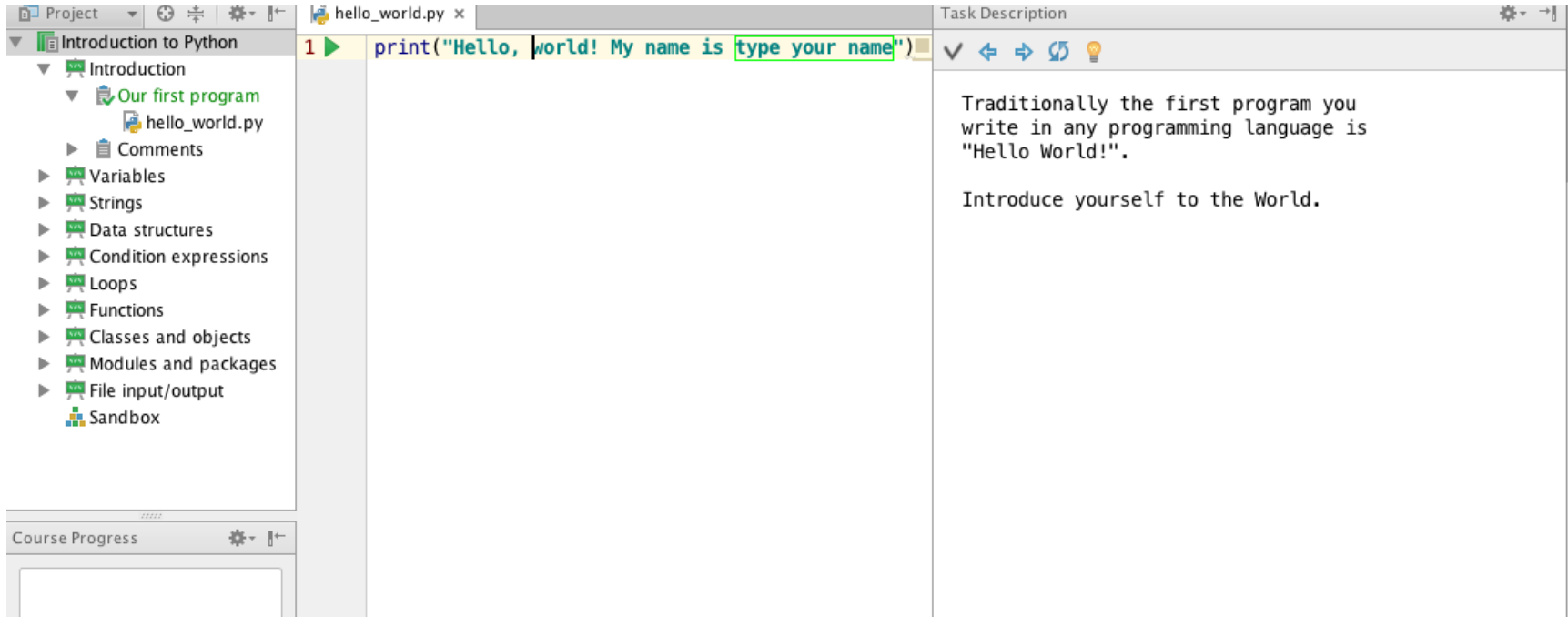


Обучающий плагин для Kotlin

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PyCharm Educational Edition



The screenshot displays the PyCharm IDE 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 pane, 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