
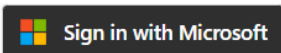




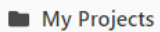
How to use [Jdoodle](#)

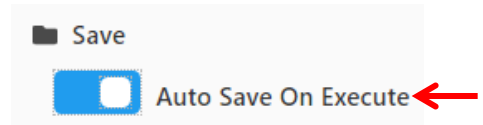
1. Use  ->  (top right) to log in.

2. I suggest you click  to see your code and the console side by side.

- This avoids constantly having to scroll between the console and your code.

3. Click  to save and share your code (see below).

4.  My Projects, "Save", "Save As" and "Editable Share - ..." will probably be the options you will mainly use.




After you save a program for the 1st time, this option can also be useful as it forces [Jdoodle](#) to autosave your code after each execution (helps if you accidentally forget to save).


- "My Projects" enables you to see the programs you have saved but note that there is no option to create folders, so to keep your work organised, you will need to come up with a "naming format" so that all programs are grouped together by topic. e.g.
 - Write the topic number or name in front of every program from that topic so that they are grouped together.

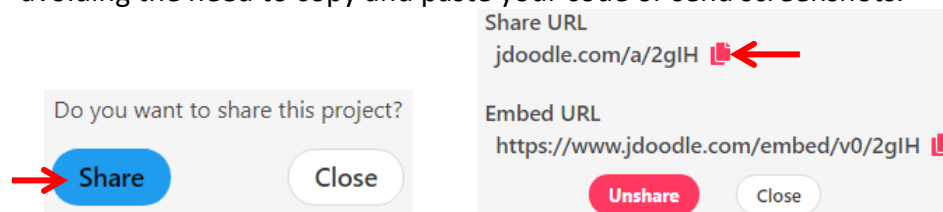
 01 Test Program

 02 Hello World

 02 My Name

This will save you time when finding programs and you may be graded at any time on the organisation of your work areas, both on your computer and online e.g. Jdoodle.

- The  Editable Share - Embed in a Blog or Site option allows you to share your code with me, avoiding the need to copy and paste your code or send screenshots.



- This will copy the code [Jdoodle](#) has assigned to your project. To submit your work please type a **fully explanatory name** for your program, followed by the [Jdoodle](#) "code" you have copied from the share URL button above.
 - If you want to make my life easier and make me smile ☺, paste the code into your browser, press enter, wait for the page to load, quickly 3*click the address to highlight the entire address (including the <https://www>.) and copy this link (this will be a clickable link, rather than just a code I have to manually copy and paste the code into my browser).

Code not submitted with an easily understandable name will NOT be marked!