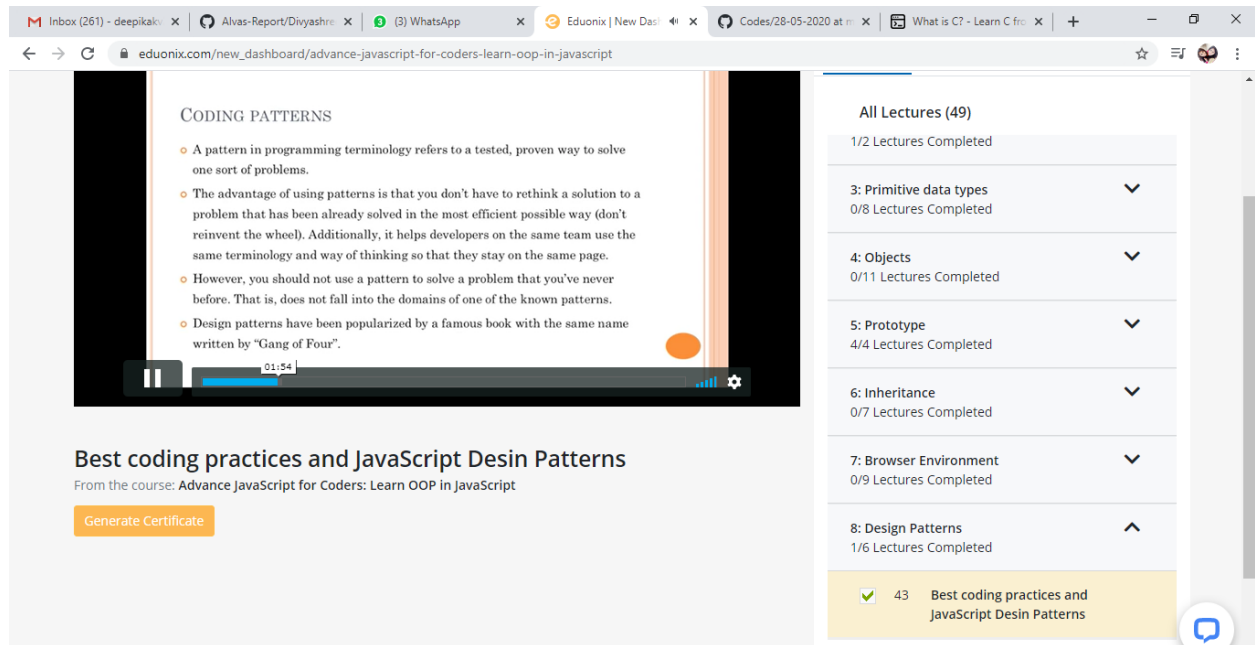


DAILY ONLINE ACTIVITIES SUMMARY

Date:	29-06-2020	Name:	Deepika K V
Sem & Sec	8 th sem 'A' sec	USN:	4AL16CS030
Online Test Summary			
Subject	-		
Max. Marks	-	Score	-
Certification Course Summary			
Course	Advance JavaScript for Coders: Learn OOP in JavaScript.		
Certificate Provider	eduonix	Duration	11.5 hrs
Coding Challenges			
Problem Statement: Write a C program to check if the given matrix is upper triangular or not.			
Status: SUBMITTED			
Uploaded the report in Github		YES	
If yes Repository name		Codes	
Uploaded the report in slack		YES	

Online test details:

Certification Course Details: Completed 8 modules out of 10 modules



The screenshot shows a web browser with the Eduonix dashboard. The main content area displays a video lecture titled "CODING PATTERNS" with a list of bullet points explaining the concept of coding patterns. Below the video, there is a section titled "Best coding practices and JavaScript Design Patterns" with a "Generate Certificate" button. On the right side, there is a sidebar titled "All Lectures (49)" showing a list of modules and their completion status.

CODING PATTERNS

- A pattern in programming terminology refers to a tested, proven way to solve one sort of problems.
- The advantage of using patterns is that you don't have to rethink a solution to a problem that has been already solved in the most efficient possible way (don't reinvent the wheel). Additionally, it helps developers on the same team use the same terminology and way of thinking so that they stay on the same page.
- However, you should not use a pattern to solve a problem that you've never before. That is, does not fall into the domains of one of the known patterns.
- Design patterns have been popularized by a famous book with the same name written by "Gang of Four".

Best coding practices and JavaScript Design Patterns
From the course: Advance JavaScript for Coders: Learn OOP in JavaScript

[Generate Certificate](#)

All Lectures (49)

1/2 Lectures Completed

- 3: Primitive data types
0/8 Lectures Completed
- 4: Objects
0/11 Lectures Completed
- 5: Prototype
4/4 Lectures Completed
- 6: Inheritance
0/7 Lectures Completed
- 7: Browser Environment
0/9 Lectures Completed
- 8: Design Patterns
1/6 Lectures Completed

43 Best coding practices and JavaScript Design Patterns

Coding Challenge:

```
#include<stdio.h>

int main()
{
    int year, month;
    printf("Enter the month number and year: ");
    scanf("%d %d",&month,&year);
    if(month == 1 || month == 3 || month == 5 || month == 7 || month == 8
    || month == 10 || month == 12)
        printf("Number of days is 31");
    else if((month == 2) && ((year%400==0) || (year%4==0 && year%100!=0)))
    {
        printf("Number of days is 29");
    }
    else if(month == 2)
    {
        printf("Number of days is 28");
    }
}
```

```
    else
        printf("Number of days is 30");
    return 0;
}
```