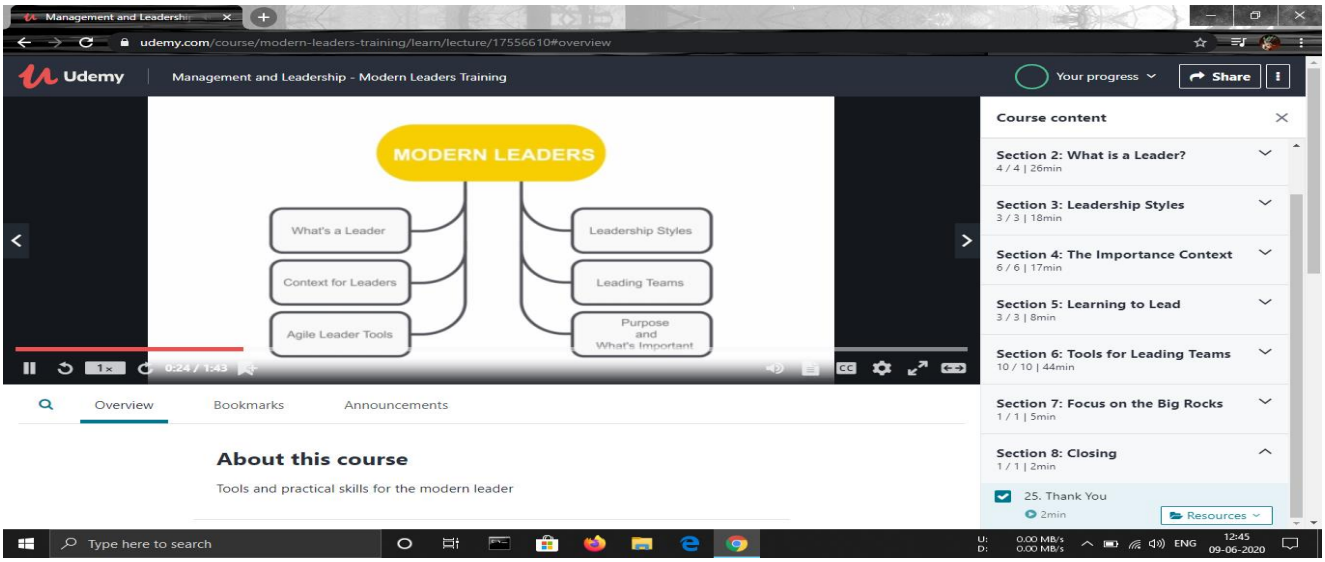
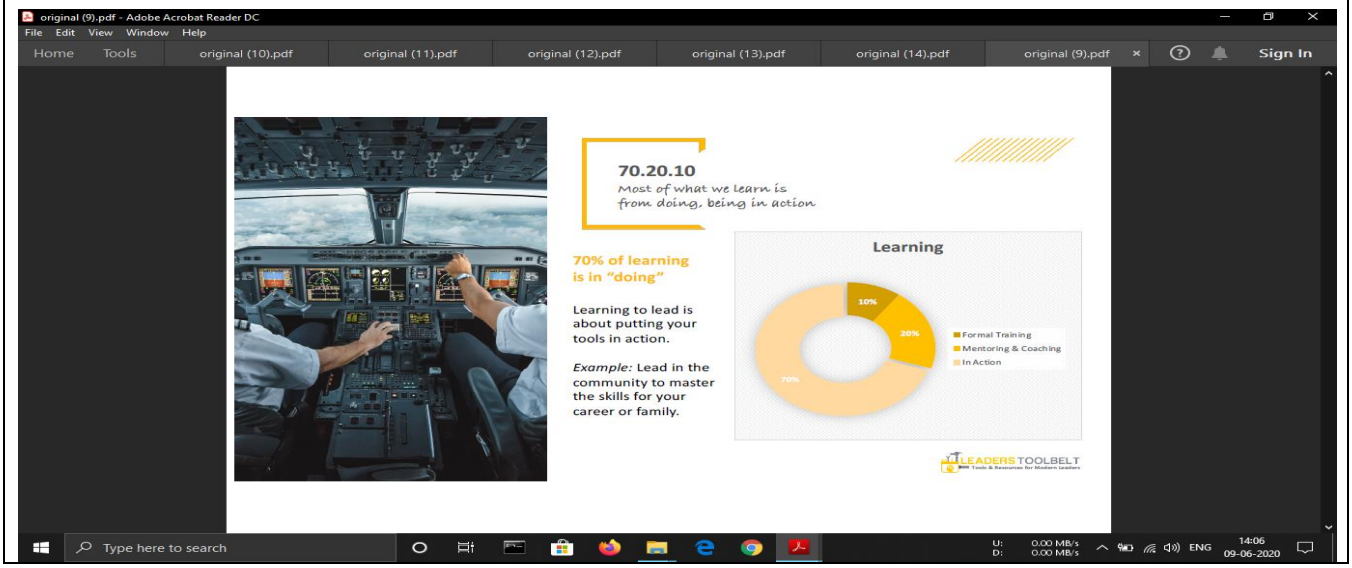
DAILY ASSESSMENT REPORT

Date:	09/06/2020	Name:	Abhishek M Shastry K
Course:	Management and Leadership - Modern Leaders Training	USN:	4AL17EC002
Topic:	1] Learning to Lead 2] Tools for Leading Teams 3] Focus on the Big Rocks 4] Closing	Semester & Section:	6th 'A'
Github Repository:	AbhishekShastry-Courses		

FORENOON SESSION DETAILS

Image of session





Report

Leading Teams

- How do you inspire the people around you?
  - ✓ Better Questions - Ask questions that help teams focus or think differently.
  - ✓ Be Fail Safe - Promote trying new things and learn from failure.
  - ✓ Encourage Autonomy - Empower individuals to do 'their thing'. Do great things for the team.
  - ✓ Be Real - Give teams more of who you are. Share your story.
  - ✓ Change Your Communication - Meetings are so ol'skool. Try new ways to share messages.
  - ✓ People First - Don't forget your team and your customers come first.
  - ✓ Have Fun - Encourage the fun and be a part of it.

Tools for Leading Teams

- Giving Feedback follow the tool SBI
  - ✓ Situation - Describe the situation that relates to the feedback (context).
  - ✓ Behavior - Describe your view of the person's actions or behavior.
  - ✓ Impact - Explain the impact of their behavior on yourself, the team or others present.
- The best communication mechanism for your team…
  - ✓ Gather in a central or communal location.
  - ✓ Keep it active, standing is best.
  - ✓ Length: 15-20 minutes in length.
  - ✓ 10am is a great time, but whatever works for your team (e.g. 3pm is great.
  - ✓ Name the even to give it life and significance with the team (e.g. tea@3, 20@2, standing9).
  - ✓ 20@10 - 20 minutes meeting at 10:00 AM.
- Introduction to Agile
  - ✓ Agile was born in early 2001 - 17 people met in Snowbird Utah to discuss how to improve the future of software development.
  - ✓ Meet less, Talk More. Create time and capacity in your team.

- ✓ The Basic Goals - Develop better software, Get closer to the customer, Shorten the "feedback loop".
- ✓ The Agile methods can work in any group or team.

- Is a Meeting Needed?
- Before scheduling a meeting, these questions are a great way to help decide if a meeting is needed.
  - ✓ Is Face-to-Face needed?
  - ✓ What is the Outcome?
  - ✓ Do I need Outside input?
  - ✓ Is there a Time dependency?
- There are other communication methods that may be more effective.
- A one-to-one direct conversation is usually the best method of resolving an issue.
- Meet less. Talk More. Create time and capacity in your team.

Focus on the "Big Rocks"

- Priority, Order, and Consistency (POC) help you deliver on Your Goals.
- Working on your "big rocks" first and making that a daily habit will change your life and those around you.

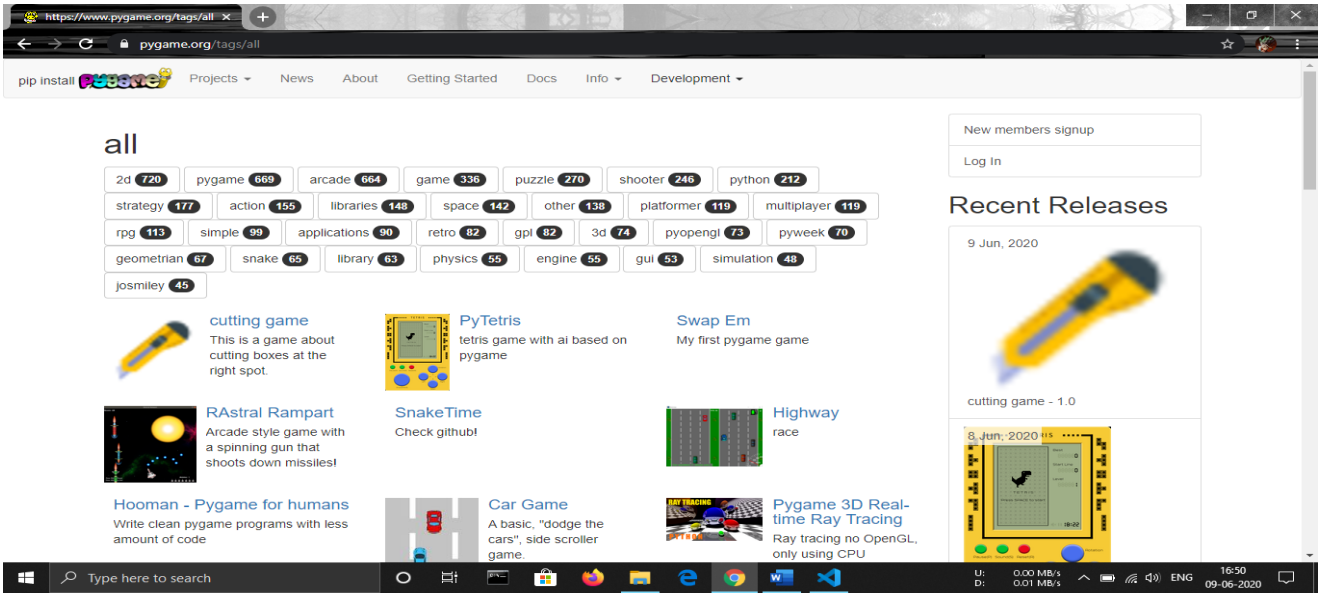
Purpose Over Task (POT)

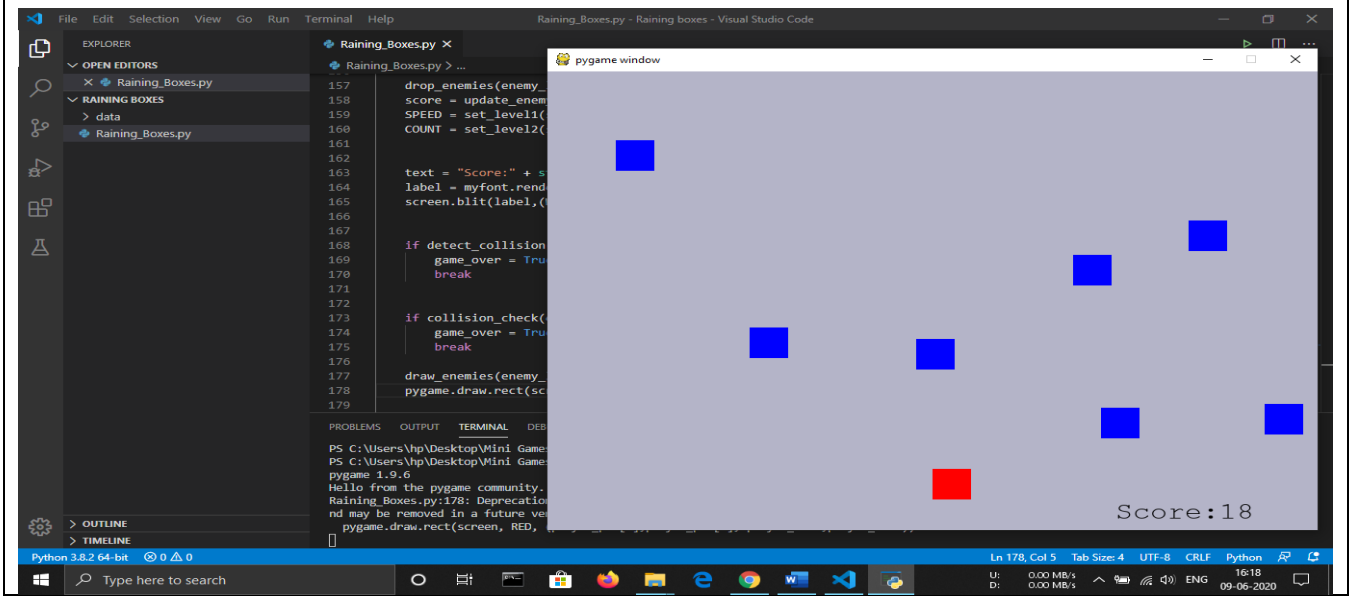
- Let purpose lift the task to greater meaning
- We will always have tasks, and some will be an essential part of our day.
- But knowing POT will help keep you aligned to your overall goals.

Date:	09/06/2020	Name:	Abhishek M Shastry K
Subject:	Pygame: Python wrapper module for the SDL multimedia library	USN:	4AL17EC002
Topic:	1] Creating a simple game using Pygame library	Semester & Section:	6th ‘A’
Github Repository:	AbhishekShastry-Courses		

AFTERNOON SESSION DETAILS

Image of session





Report

Creating a simple game using Pygame library

- **Pygame** is a Python wrapper module for the SDL multimedia library. It contains python functions and classes that will allow you to use SDL's support for playing cdroms, audio and video output, and keyboard, mouse and joystick input.
- **Pygame** is a cross-platform set of Python modules designed for writing video games. It includes computer graphics and sound libraries designed to be used with the Python programming language.
- **Pygame** uses the Simple DirectMedia Layer (SDL) library, with the intention of allowing real-time computer game development without the low-level mechanics of the C programming language and its derivatives. This is based on the assumption that the most expensive functions inside games can be abstracted from the game logic, making it possible to use a high-level programming language, such as Python, to structure the game.
- Other features that SDL doesn't have include vector math, collision detection, 2d sprite scene graph management, MIDI support, camera, pixel-array manipulation, transformations, filtering, advanced freetype font support, and drawing.
- Applications using pygame can run on Android phones and tablets with the use of pygame Subset for Android (pgs4a). Sound, vibration, keyboard, and accelerometer are supported on Android.
- **pygame.init()** initialize all imported pygame modules. No exceptions will be raised if a module fails, but the total number if successful and failed inits will be returned as a tuple. You can always initialize individual modules manually, but pygame.init()initialize all imported pygame modules is a convenient way to get everything started. The init () functions for individual modules will raise exceptions when they fail.
- The **pygame.draw.rect()** function draws several simple shapes to a surface. These functions will work for rendering to any format of surface. Rendering to hardware surfaces will be slower than regular software surfaces.
- Most of the functions take a width argument to represent the size of stroke (thickness) around the edge of the shape. If a width of 0 is passed the shape will be filled (solid).