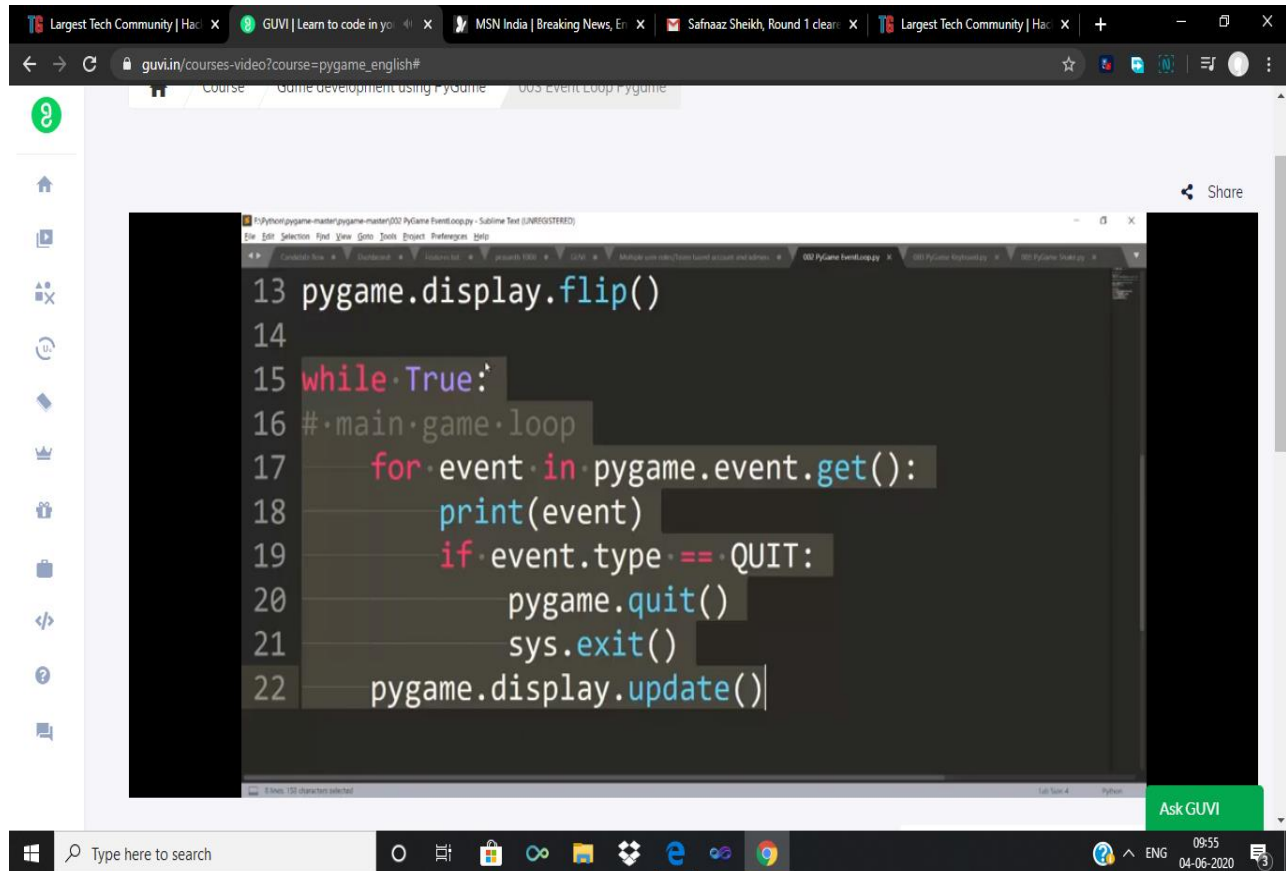


DAILY ONLINE ACTIVITIES SUMMARY

Date:	04-06-2020	Name:	SAFNAAZ
Sem & Sec	8th B	USN:	4AL16CS081
Online Test Summary			
Subject	SMS		
Max. Marks	60	Score	60
Certification Course Summary			
Course	Game development using Pygames		
Certificate Provider	Ui Path	Duration	3 Hours
Coding Challenges			
Problem Statement: python program to find the HCF OF 2 numbers.			
Status: COMPLETED			
Uploaded the report in Github		YES	
If yes Repository name		Safnaazsheikh	
Uploaded the report in slack		YES	

Online Test Details:

Certification Course Details:



The screenshot shows a web browser window with multiple tabs. The active tab is titled "GUVI | Learn to code in yo...". The address bar shows the URL "guvi.in/courses-video?course=pygame_english#". The page content displays a code editor with the following Python code:

```
13 pygame.display.flip()
14
15 while True:
16     # main game loop
17     for event in pygame.event.get():
18         print(event)
19         if event.type == QUIT:
20             pygame.quit()
21             sys.exit()
22     pygame.display.update()
```

The code editor is titled "Python pygame-master\pygame-master\002 PyGame EventLoop.py - Sublime Text (UNREGISTERED)". The browser's taskbar at the bottom shows the Windows logo, a search bar, and several application icons. The system tray on the right indicates the time as 09:55 and the date as 04-06-2020.

The screenshot shows a web browser window with the GUVI Python course interface. The browser's address bar displays `guvi.in/courses-video?course=pygame_english#`. The main content area features a question titled "Choose the correct answer" with the text "Which event value is passed,when Close button in the window is triggerd". Below the question, there are four options: `pygame.CLOSE` (highlighted in green), `pygame.QUIT`, `pygame.WIN_QUIT`, and `pygame.WIN_CLOSE`. A green "Next" button is located at the bottom right of the question area. On the right side, a "Table of Content" sidebar is visible, showing a "Beginner Module" with a progress bar at 20%. The table of contents lists 10 items, with the first two marked with green checkmarks and the remaining eight with blue checkmarks: 001 Introduction to PyGame, 002 Intro Pygame Code, 003 Event Loop Pygame, 004 Even Loop DeepDive, 005 Shapes Pygame, 006 Slither Snake Game Part 1, 007 Slither Snake Game Part 2, 008 Slither Snake Game Part 3, 009 Pong Part1, and 010 Pong Part2. A green "Ask GUVI" button is at the bottom right of the sidebar. The Windows taskbar at the bottom shows the search bar and various application icons, with the system clock indicating 09:56 on 04-06-2020.

Pygame uses the Simple Direct Media Layer (SDL) library,[a] 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.

Coding challenges online details :

Python program to find H.C.F of two numbers

```
def compute_hcf(x, y):  
    if x > y:  
        smaller = y  
    else:  
        smaller = x  
    for i in range(1, smaller+1):  
        if((x % i == 0) and (y % i == 0)):  
            hcf = i  
    return hcf  
  
num1 = 54  
num2 = 24  
  
print("The H.C.F. is", compute_hcf(num1, num2))
```