

DAILY ONLINE ACTIVITIES SUMMARY

Date:	05-06-2020	Name:	SAFNAAZ
Sem & Sec	8th B	USN:	4AL16CS081
Online Test Summary			
Subject	BDA		
Max. Marks	30	Score	15
Certification Course Summary			
Course	Game development using Pygames		
Certificate Provider	Ui Path	Duration	3 Hours
Coding Challenges			
Problem Statement: Write a Python program to convert seconds to day, hour, minutes and seconds.			
Status: COMPLETED			
Uploaded the report in Github		YES	
If yes Repository name		Safnaazsheikh	
Uploaded the report in slack		YES	

Online Test Details:

Largest Tech Community | Hack... Certificate Window

techgig.com/challenge/result/round-1/Qj9rRPFVsNUVnaHV5dUVka1ZXTFo2Zz09

safnaazsheikh3016@gmail.com Logout

Test Completed!

You have successfully participated in CSE_BDA_5.

Rate this Test
Your Rating: ★★★★★ Click to Rate

Results Analytics

Round 1
Your Score **15** / 30

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Certification Course Details:

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guvi.in/courses-video?course=pygame_english#

Notes Summary **Activity** Discussion

1 Choose the correct answer View All Questions

pygame.display.update is used for ?

Options

- Update portions of the screen for software displays
- Create portions of the screen for software displays
- Exit from current window
- None of the above

Submit

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Beginner Module 100%

- 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 Pa

Ask GUVI

GUVICertification - ...png

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```
51 event.key == pygame.K_LEFT:
52     rect_change_x = -6
53 elif event.key == pygame.K_RIGHT:
54     rect_change_x = 6
55 #elif event.key == pygame.K_UP:
56     #rect_change_y = -6
57 #elif event.key == pygame.K_DOWN:
58     #rect_change_y = 6'''
59 elif event.type == pygame.KEYUP:
60     if event.key == pygame.K_LEFT or event.key == pygame.K_
61         rect_change_x = 0
62     elif event.key == pygame.K_UP or event.key == pygame.K_
63         rect_change_y = 0
64 screen.fill(BLACK)
65 rect_x += rect_change_x
66 rect_y += rect_change_y
67
```

Notes Summary Activity Discussion

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Pygame uses the Simple DirectMedia 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.

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. Sound, vibration, keyboard, and accelerometer are supported on Android.

Coding challenges online details :

Write a Python program to convert seconds to day, hour, minutes and seconds

```
time = float(input("Input time in seconds: "))
day = time // (24 * 3600)
time = time % (24 * 3600)
hour = time // 3600
time %= 3600
minutes = time // 60
time %= 60
seconds = time
print("day:-> %d" % (day))
print("hour:-> %d" % (hour))
print("minutes:-> %d" % (minutes))
print("seconds:-> %d" % (seconds))
```