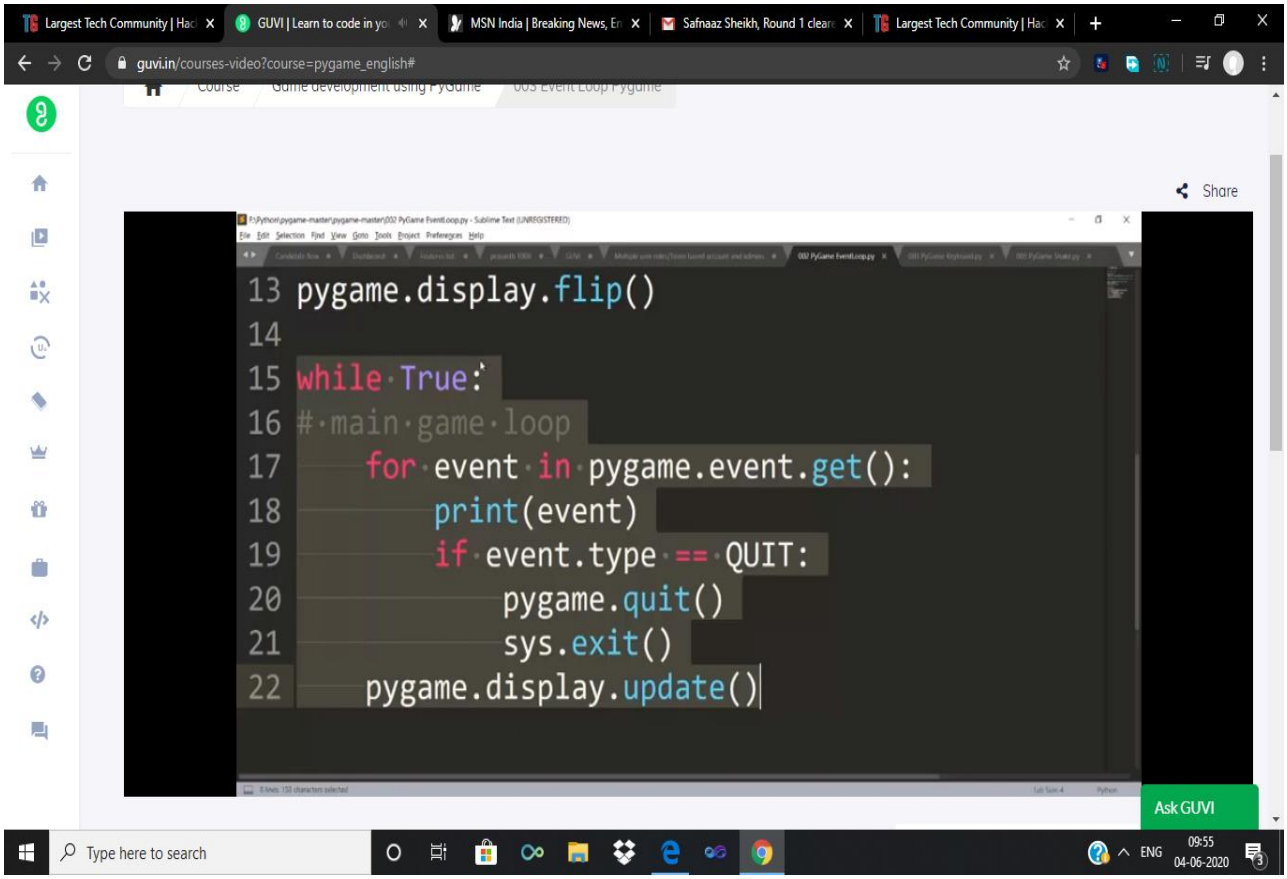
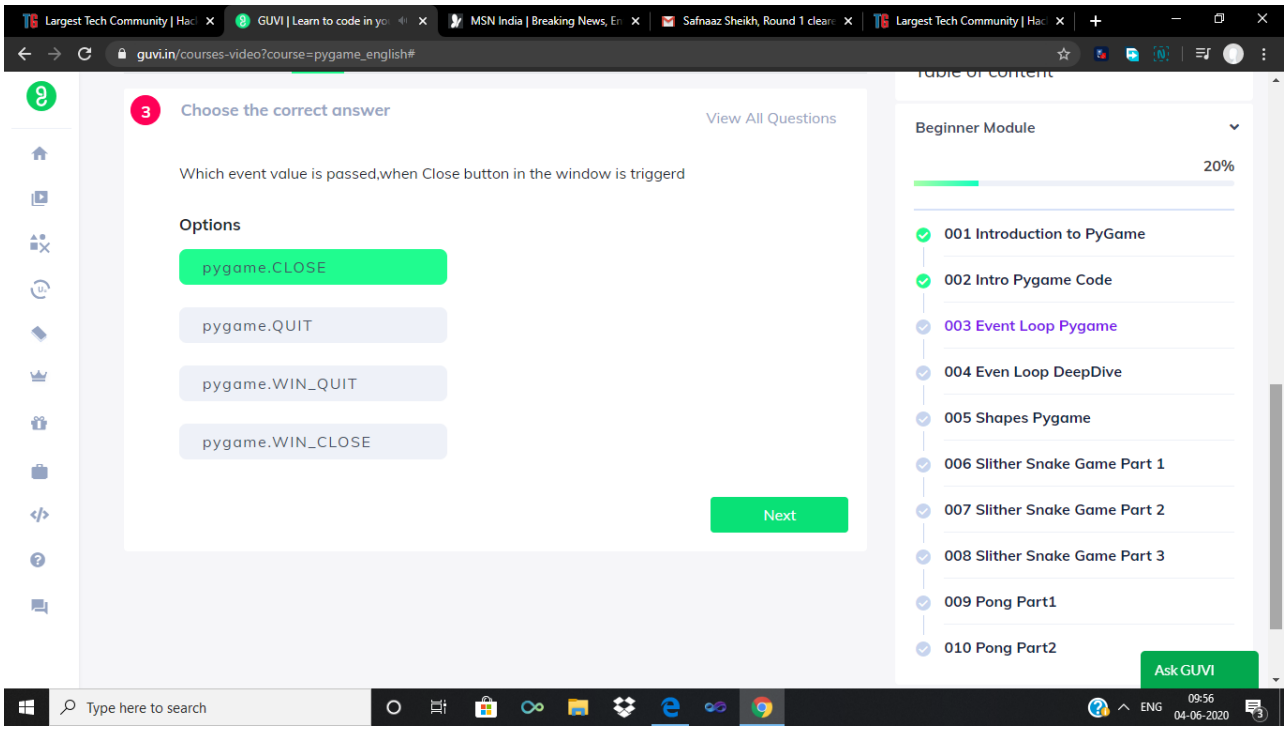
DAILY ONLINE ACTIVITIES SUMMARY

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:





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.

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))
```