

DAILY ONLINE ACTIVITIES SUMMARY

Date:	02-06-2020	Name:	Shaima Abdul Kader
Sem & Sec	8 th , B Sec	USN:	4AL16CS087
Online Test Summary			
Subject	Not Conducted		
Max. Marks	-	Score	-
Certification Course Summary			
Course	Game Development Using PyGames (Introduction to Pygame and Pygame Code)		
Certificate Provider	GUVI Path	Duration	2 Hrs
Coding Challenges			
Problem Statement: c++ prog to find sum of digits until the number is a single digits			
Status: Solved			
Uploaded the report in Github		Yes	
If yes Repository name		shaima	
Uploaded the report in slack		Yes	

Online Test Details: (Attach the snapshot and briefly write the report for the same)

Certification Course Details: (Attach the snapshot and briefly write the report for the same) Coding Challenges Details: (Attach the snapshot and briefly write the report for the sam

1) Certification Course Details:

The screenshot shows a web-based learning interface. At the top, there's a header with a logo, a title 'Learn on the Go', and an 'Install App' button. Below this is a navigation bar with 'Course', 'Game development using PyGame', and '001 Introduction to PyGame'. The main content area features a video player showing a diagram of the 'Event loop' with steps: 'Handle Events', 'Update Game State', 'Draw Screen', and 'Game Loop'. Below the video player is a 'Notes' section with a text area and a 'Submit' button. To the right is a 'Table of content' section listing modules from '001 Introduction to PyGame' to '010 Pong Part2'. A 'Get Certified' button is at the bottom of the table of contents.

In early 2000, Pygame was released into this world and it soon became the #1 Game Development tool for beginners. Why? It's because it's simple enough for beginners to learn the basic concepts of becoming a Game Developer and yet it is advanced enough for the pros. Here are some of the games that you can create with it -

Space Invader - Classic game of shooting the enemies by a Space ship

FPS Games - You can also create first person 2D shooting games

Super Potato Bruh - This game gained a lot of traction on Reddit and went Viral.

Come learn with me and I'll show you how you can bend Python Pygame to your will. This course is great for beginners in Python at any age and any level of computer literacy.

The goal is simple: learn Pygame by working on real project (Building a Space Invader Game) step-by-step while we explain every concept along the way. For the duration of this course we will take you on a journey and you're going to learn how to:

Visualize and create the game that you want want from Scratch

Sound Management in Game Development

Adding Image and Graphics in your games

Control the Game using your keyboard

Creating Multiple Objects like enemies and Players

Advance Game Concepts like movement mechanics

Build a complete Space Invader Game

The screenshot shows a web browser displaying a course page for 'Learn on the Go' by Udacity. The course is 'Game development using PyGame', and the current lesson is '002 Intro Pygame Code'. The main content area shows a terminal window with the text 'Slither, eat - The Snake Game!' repeated 15 times. Below the terminal is a 'Notes' section with a text input field and a 'Submit' button. To the right is a 'Table of content' section with a 'Beginner Module' dropdown and a progress bar at 20%. The table of content lists 10 lessons: 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 'Get Certified' button is at the bottom of the table of content.

Learn on the Go

175 Rank: N/A

Course Game development using PyGame 002 Intro Pygame Code

Share

```
Slither, eat - The Snake Game!  
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```

Notes

Add your notes ...

Submit

Table of content

Beginner Module

20%

- 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
- 010 Pong Part2

Get Certified

2) Coding Challenges:

```
#include  
<iostream> using  
namespace std;
```

```
int main()
{
    int number = 147; //Any
    number. int res;

    if(number)
        res = number % 9 == 0 ? 9 : number % 9 ;
    else
        res = 0;

    //print the
    result
    cout<<res;

    return 0;
}
```