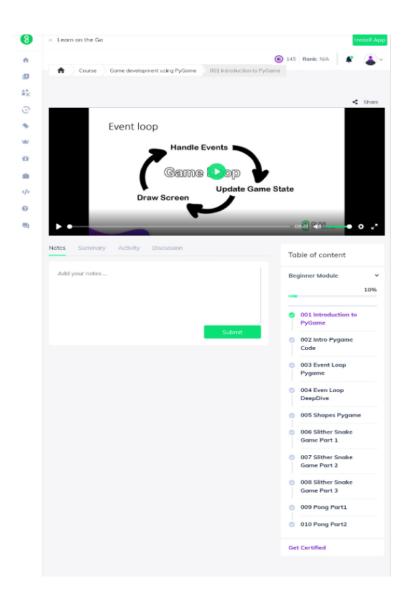
## **DAILY ONLINE ACTIVITIES SUMMARY**

Date:	02-06-2020		Name:	Shaima Abdul Kader
Sem & Sec	8 <sup>th</sup> , B Sec		USN:	4AL16CS087
Online Test Summary				
Subject Not Conducted				
Max. Marks	S -		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 CourseDetails:



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

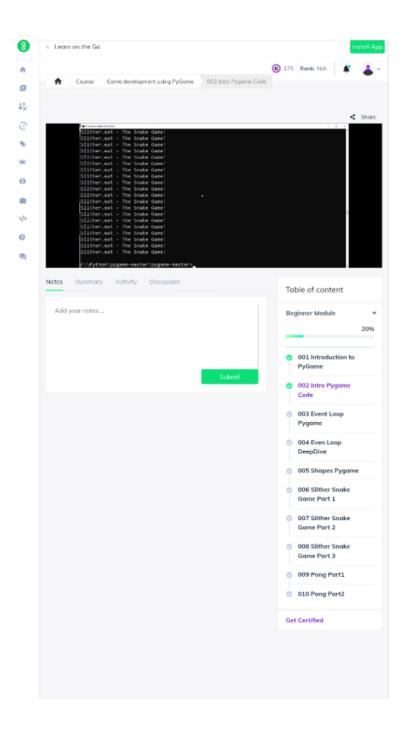
Adding Image and Graphics in your games

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



## 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;
}</pre>
```