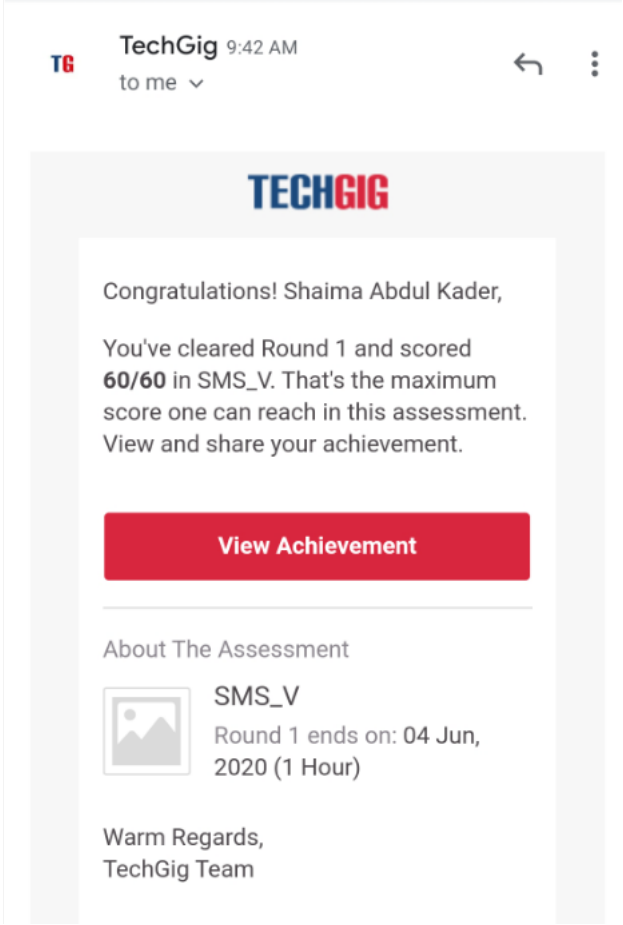
DAILY ONLINE ACTIVITIES SUMMARY

Date:	04-06-2020	Name:	Shaima Abdul Kader
Sem & Sec	VIII Semester & B Section	USN:	4AL16CS087
Online Test Summary			
Subject	SMS 5		
Max. Marks	60	Score	60
Certification Course Summary			
Course	Game development using Pygames. (Completed)		
Certificate Provider	Ui Path	Duration	3 Hours
Coding Challenges			
Problem Statement: Program to find HCF of two numbers.			
Status: COMPLETED			
Uploaded the report in Github	YES		
If yes Repository name	shaima		
Uploaded the report in slack	YES		

Online Test Details:



TechGig 9:42 AM
to me

TECHGIG

Congratulations! Shaima Abdul Kader,

You've cleared Round 1 and scored **60/60** in SMS_V. That's the maximum score one can reach in this assessment. View and share your achievement.

View Achievement

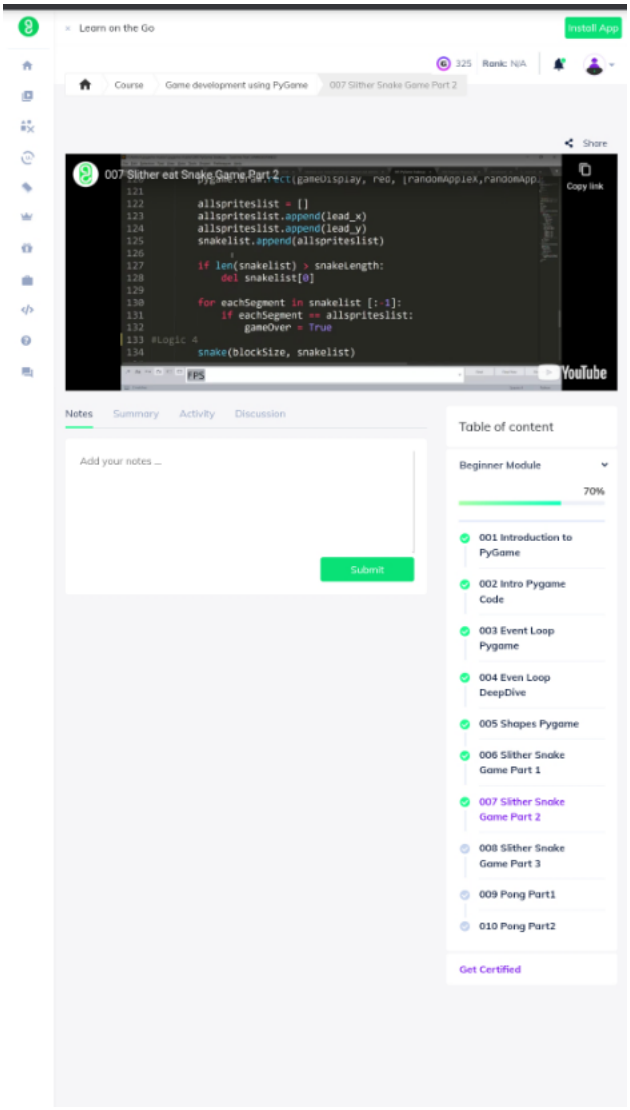
About The Assessment

SMS_V
Round 1 ends on: 04 Jun, 2020 (1 Hour)

Warm Regards,
TechGig Team

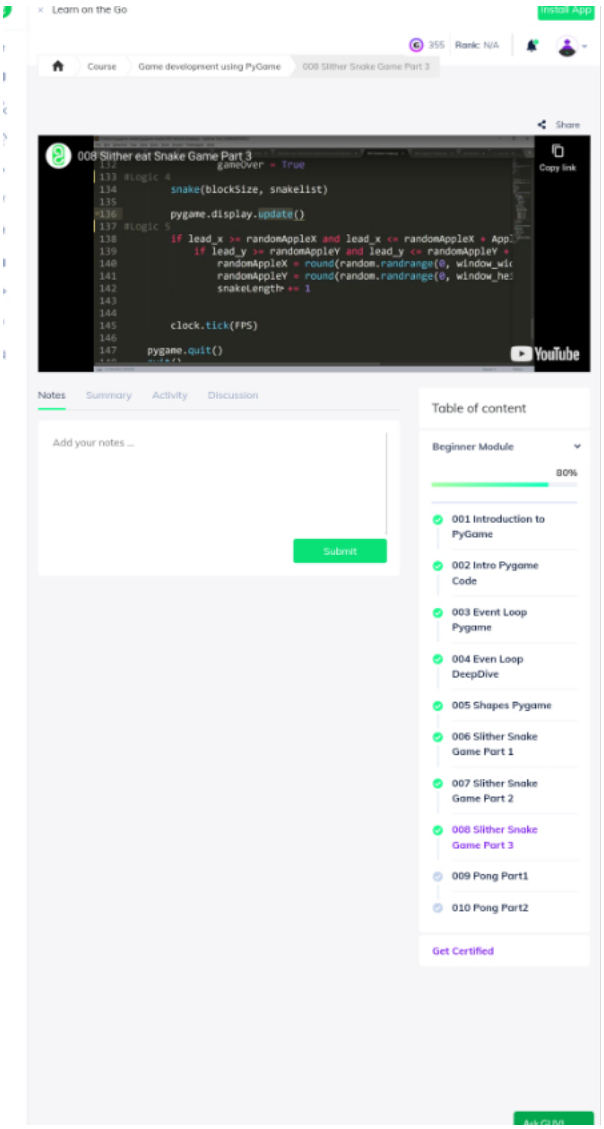
Certification Course Details:

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.



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.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Game development using PyGame
008 Slither Snake Game Part 3
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gameOver = True
#Logic 4
snake(blockSize, snakelist)
pygame.display.update()
#Logic 5
if lead_x >= randomAppleX and lead_x <= randomAppleX + App
if lead_y >= randomAppleY and lead_y <= randomAppleY +
randomAppleX = round(random.randrange(0, window_wi
randomAppleY = round(random.randrange(0, window_he
snakeLength += 1
clock.tick(FPS)
pygame.quit()
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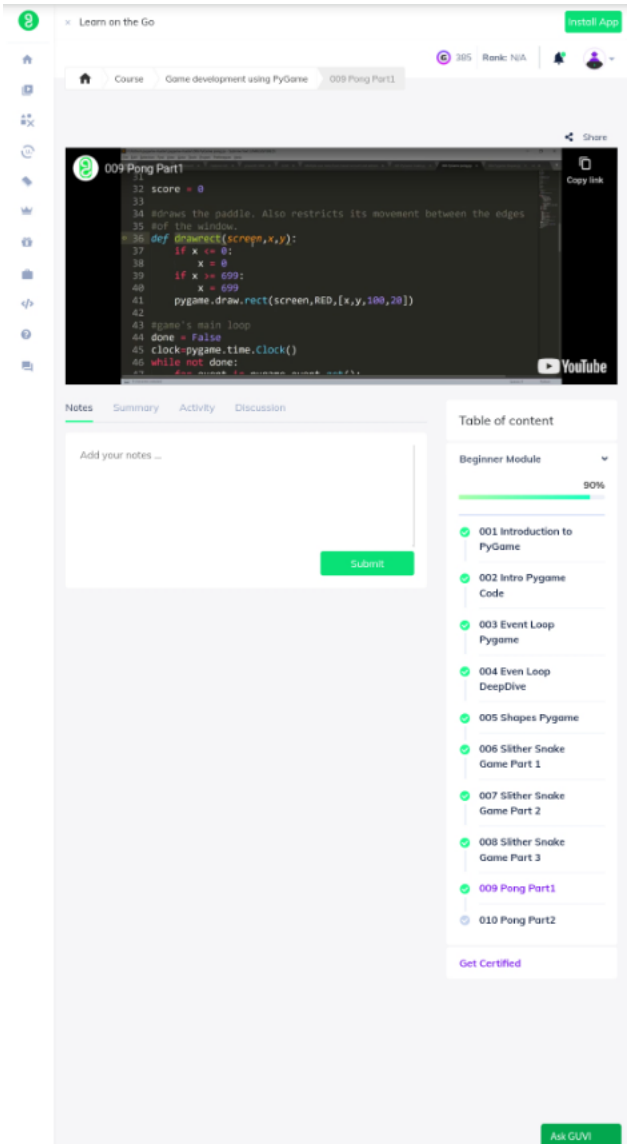
Beginner Module
80%
001 Introduction to PyGame
002 Intro Pygame Code
003 Event Loop Pygame
004 Even Loop DeepDive
005 Shapes Pygame
006 Slither Snake Game Part 1
007 Slither Snake Game Part 2
008 Slither Snake Game Part 3
009 Pong Part1
010 Pong Part2
Get Certified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Rank: N/A
Course
Game development using PyGame
009 Pong Part1
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score = 0
#draws the paddle. Also restricts its movement between the edges
#of the window.
def drawrect(screen,x,y):
if x <= 0:
x = 0
if x >= 699:
x = 699
pygame.draw.rect(screen,RED,[x,y,100,20])
#game's main loop
done = False
clock=pygame.time.Clock()
while not done:
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Beginner Module
90%
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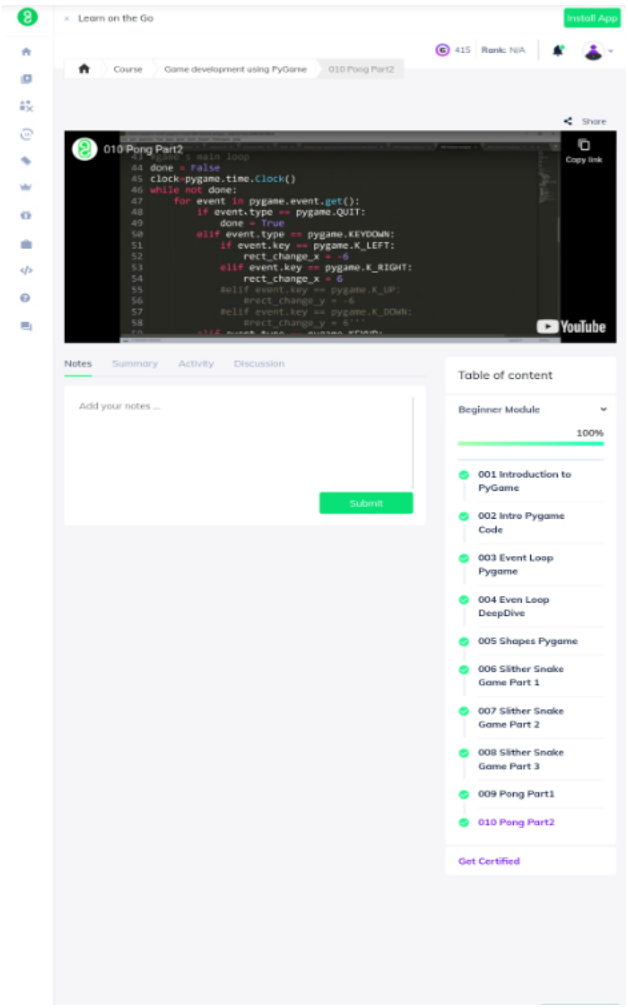

Coding challenges online details :

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))
```