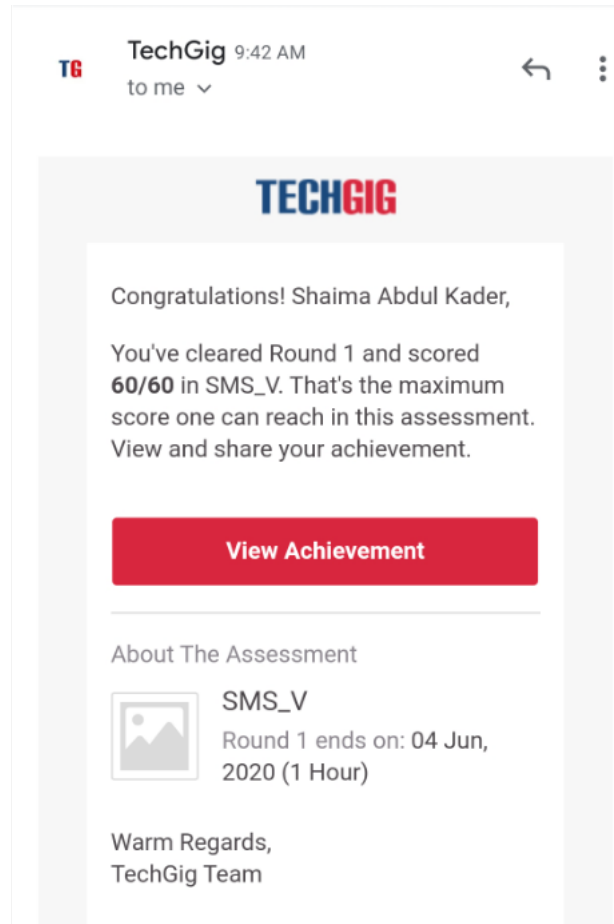


DAILY ONLINE ACTIVITIES SUMMARY

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:



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.

The screenshot shows a Udacity course page for '007 Slither Snake Game Part 2'. The top navigation bar includes a 'Learn on the Go' button and a 'Install App' button. The course title is '007 Slither Snake Game Part 2'. The main content area displays a code editor with Python code for a snake game. The code includes comments and logic for handling snake movement and collision. Below the code editor, there is a 'Notes' section with a text input field and a 'Submit' button. To the right of the notes, there is a 'Table of content' section showing a list of course modules, with '007 Slither Snake Game Part 2' highlighted. The table of content also shows a progress bar for the 'Beginner Module' at 70%.

```
121 pygame.quit()
122 allspriteslist = []
123 allspriteslist.append(lead_x)
124 allspriteslist.append(lead_y)
125 snakelist.append(allspriteslist)
126
127 if len(snakelist) > snakeLength:
128     del snakelist[0]
129
130 for eachSegment in snakelist[1:]:
131     if eachSegment == allspriteslist:
132         gameOver = True
133 #Logic 4
134 snake(blockSize, snakelist)
```

Table of content

Beginner Module 70%

- 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

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.

Learn on the Go

355Rank: N/A

008 Slither Snake Game Part 3

Course

Game development using PyGame

008 Slither Snake Game Part 3

008 Slither eat Snake Game Part 3

gameOver = True

133 #logic 4

134 snake(blockSize, snakelist)

135

136 pygame.display.update()

137 #logic 5

138 if lead_x >= randomAppleX and lead_x <= randomAppleX + App:

139 if lead_y >= randomAppleY and lead_y <= randomAppleY +

140 randomAppleX = round(random.randrange(0, window_wit

141 randomAppleY = round(random.randrange(0, window_he

142 snakelength += 1

143

144 clock.tick(FPS)

145

146 pygame.quit()

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Notes

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Add your notes ...

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80%

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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

ALREADY

8

Learn on the Go

Install App

305

Rank: N/A

Course

Game development using PyGame

009 Pong Part1

Share

Copy link

009 Pong Part1

```
1 score = 0
2
3
4 #draws the paddle. Also restricts its movement between the edges
5 #of the window.
6 def @drawrect(screen,x,y):
7     if x <= 0:
8         x = 0
9     if x >= 699:
10        x = 699
11     pygame.draw.rect(screen,RED,[x,y,100,20])
12
13 #game's main loop
14 done = False
15 clock=pygame.time.Clock()
16 while not done:
17     #do stuff to draw and move stuff
```

YouTube

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Add your notes ...

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Beginner Module

90%

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005 Shapes Pygame

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007 Slither Snake Game Part 2

008 Slither Snake Game Part 3

009 Pong Part1

010 Pong Part2

Get Certified

Ask GUVI

The screenshot shows a web interface for a coding challenge titled "010 Pong Part2". At the top, there's a navigation bar with "Learn on the Go" and a green "Install App" button. Below the navigation bar, the course path is "Course > Game development using PyGame > 010 Pong Part2". The main content area features a code editor with a dark background and red, green, and blue syntax highlighting. The code is a Python program for a Pong game, showing a main loop that handles events and updates the ball's position. To the right of the code editor is a "Copy link" button. Below the code editor, there's a "Notes" section with a text area labeled "Add your notes ..." and a green "Submit" button. To the right of the notes is a "Table of content" section. The table of content lists the following items: "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 Part 3", "009 Pong Part1", and "010 Pong Part2". At the bottom of the table of content is a "Get Certified" button.

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))

