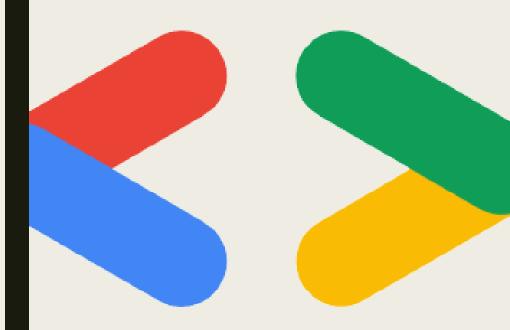
CODING SESSION

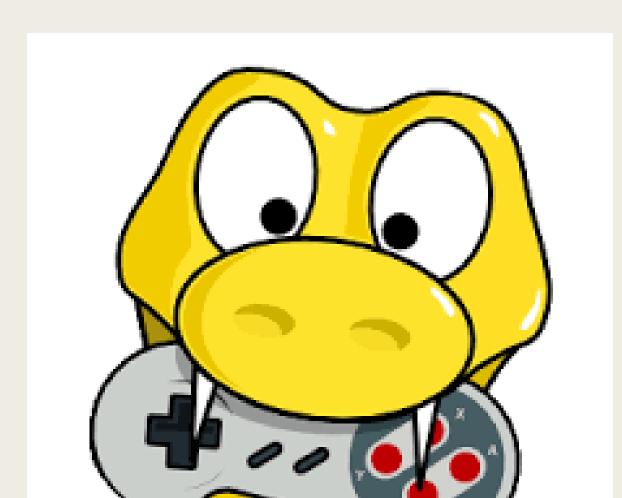
GDSC



Why Python?

- Readability and Simplicity
- **■** Cross-Platform Compatibility
- Interpreted Language
- Data Science and Machine Learning
- Web Development
- Open Source







PACKAGE PYGAME

A free and open-source Python library for creating multimedia applications, including games. simple and easy-to-use interface for creating graphics, sound, and input handling

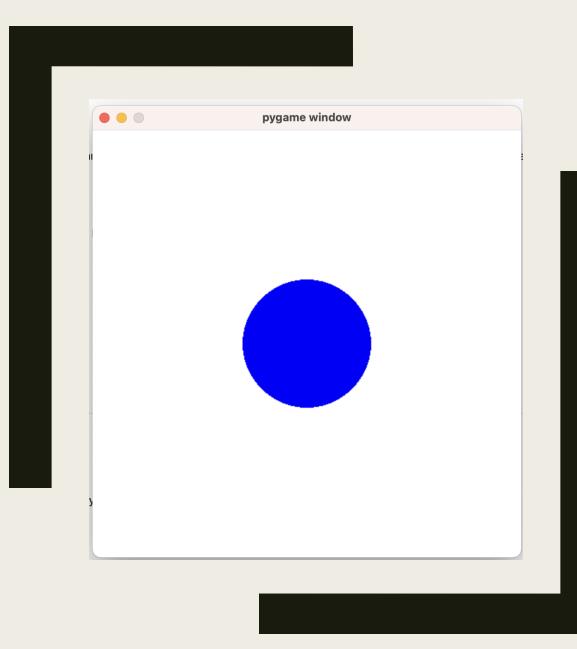
```
_________ modifier_ob.
 mirror object to mirror
mirror_object
peration == "MIRROR_X":
eirror_mod.use_x = True
irror_mod.use_y = False
irror_mod.use_z = False
 _operation == "MIRROR_Y"
irror_mod.use_x = False
"Irror_mod.use_y = True"
lrror_mod.use_z = False
 operation == "MIRROR_Z"
 __mod.use_x = False
 lrror_mod.use_y = False
 lrror_mod.use_z = True
 melection at the end -add
   ob.select= 1
   er ob.select=1
   ntext.scene.objects.action
  "Selected" + str(modified
   irror ob.select = 0
  bpy.context.selected_obje
  lata.objects[one.name].sel
 int("please select exactle
  OPERATOR CLASSES ----
    vpes.Operator):
    X mirror to the selected
   ject.mirror_mirror_x"
 ext.active_object is not
```



INSTALL PYTHON

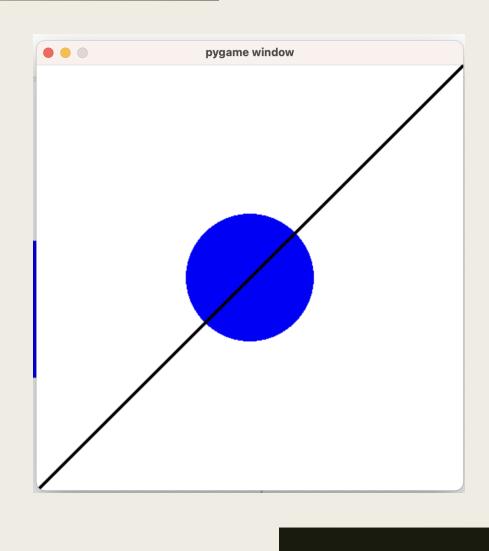
https://www.python.org/downloads/





DRAW A CIRCLE



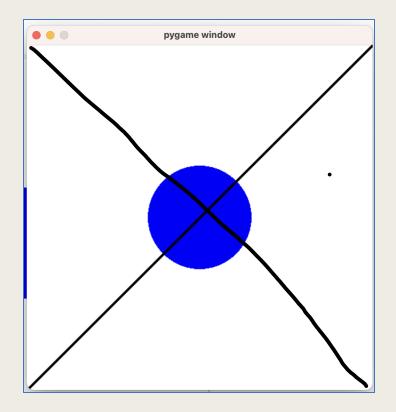


DRAW A LINE



CHALLENGE

■ DRAW another line across the circle.



SOURCE CODE

https://github.com/bthiban/GDSC-session-pygame

THANK YOU!!

