

Activity 1

Tuesday, January 12, 2021 2:43 PM

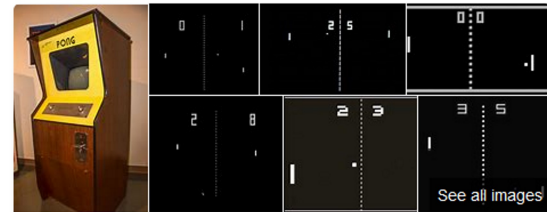
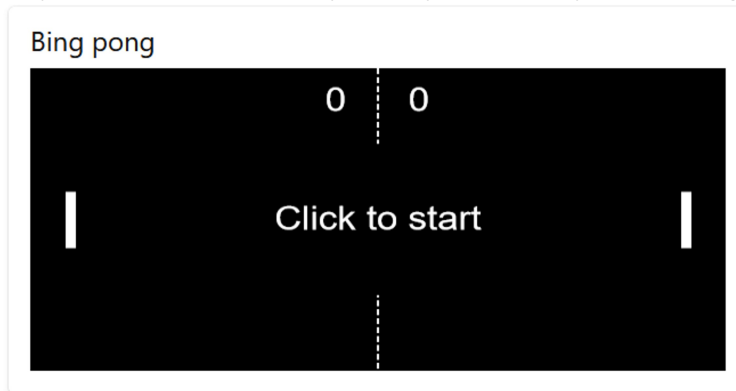
Part I: Problems

Develop functional program for the listing problems below contained on the file "Simple Programming Problems"

Section Elementary [elem] -> Problems [prob]: 6, 7, 10

Section "List, Strings" [list]-> Problems [prob]: 4, 9, 11, 13, 19

For experimented students on Python (Optional) -> Implement "Pong" with Pygame



Pong

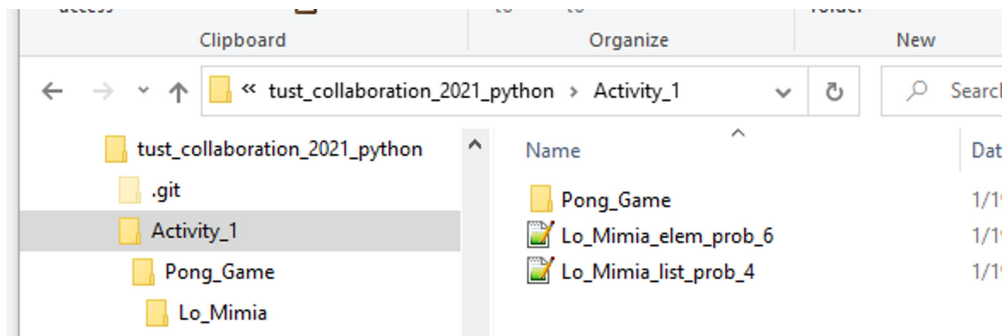
Game

Pong is a table tennis-themed arcade video game, featuring simple two-dimensional graphics, manufactured by Atari and originally released in 1972. It was one of the earliest arcade video games; it was created by Allan Alcorn as a training exercise assigned to him by Atari co-founder Nolan Bushnell, but Bushnell and Atari co-founder Ted Dabney were ... +

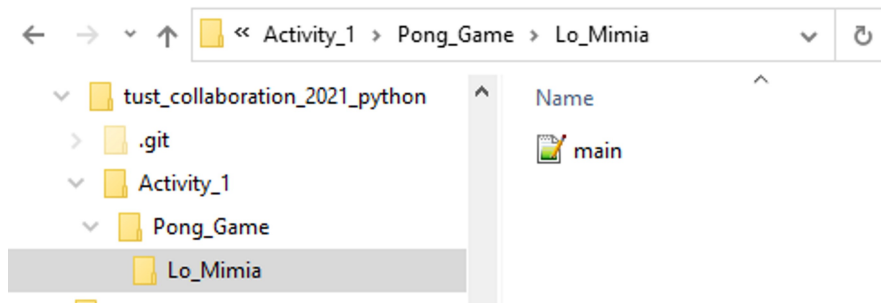
Part II: Instructions

1. You can **find** the "Simple Programming Problems" file on the "main" branch of the repository
2. **Refrain** from loading these files "Activity 1" and "Simple Programming Problems" into your own remote branch or any other branch
3. **Merge** from "develop" branch
4. **Follow** the this structure to add your own solutions for the activity after merging from "develop":

On the **folder** "Activity_1" add your own solutions as shown below.



For the students that are going to do the **game**, please create your own folder with your name and update your project files in there



5. **Update** your final changes into "develop"

Deadline: Friday January 22nd