

>>>>>>>>>> 제어 구조의 설계 원리를 중심으로 배우는 >>>>>>>>>>

프로그래밍의 정석

파이썬

도경구 지음



CHAPTER 1

식

식

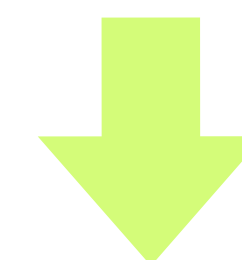
Expression



계산
evaluate

값

Value



식

Expression

수식

3 + 5



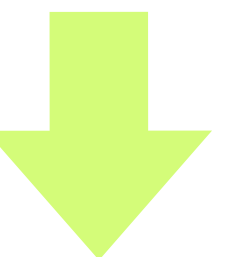
계산
evaluate

값

Value

수

8



식

Expression

문자열식

'Pooh' * 5

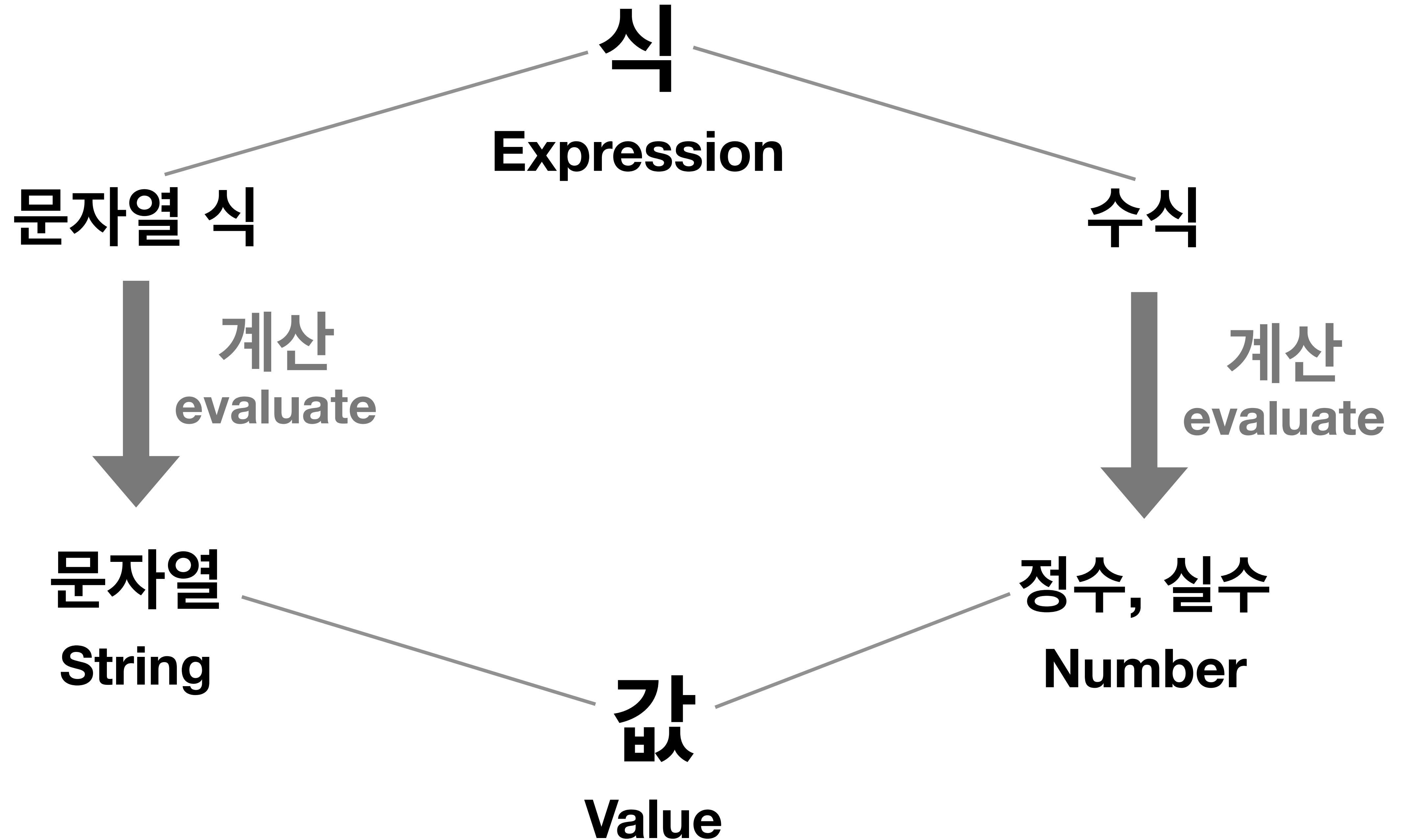
계산
evaluate

값

Value

문자열

'PoohPoohPoohPoohPooh'



프로그래밍의 정석
파이썬

1

식

1.1 문자열 · 1.2 수식 · 1.3 타입 변환 · 1.4 오류

CHAPTER 1

식

✓ 1.1 문자열

1.2 수식

1.3 타입 변환

1.4 오류

문자

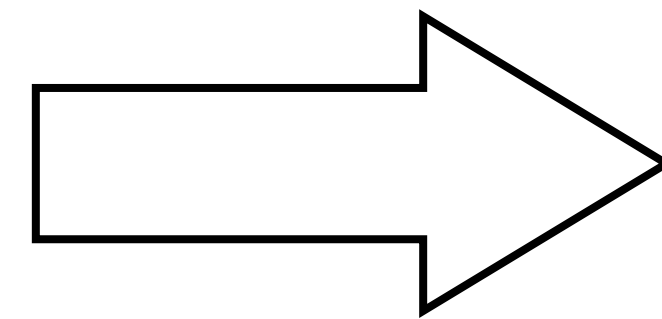
Character

~ 、	! 1	@ 2	# 3	\$ 4	% 5	^ 6	& 7	* 8	(9) 0	- _	+ =	 ₩	←
Tab ↔	Q ㅅ ㅊ	W ㅅ ㅈ	E ㅅ ㅊ	R ㅅ ㄹ	T ㅅ ㅅ	Y ㅅ ㅅ	U ㅅ ㅅ	I ㅅ ㅅ	O ㅅ ㅅ	P ㅅ ㅅ	{ [}]	
Caps Lock ⬆	A ㅅ ㅊ	S ㅅ ㅊ	D ㅅ ㅊ	F ㅅ ㅊ	G ㅅ ㅊ	H ㅅ ㅊ	J ㅅ ㅊ	K ㅅ ㅊ	L ㅅ ㅊ	: ;	" '	↵ Enter		
Shift ⬆	Z ㅅ ㅊ	X ㅅ ㅊ	C ㅅ ㅊ	V ㅅ ㅊ	B ㅅ ㅊ	N ㅅ ㅊ	M ㅅ ㅊ	< ,	> .	? /	Shift ⬆			
Ctrl	Win Key	Alt	한 자					한 영	Alt	Win Key	Menu	Ctrl		

(출처 : https://ko.wikipedia.org/wiki/자판_배열)

~	!	@	#	\$	%	^	&	*	()	-	=		↩
Tab	Q	W	E	R	T	Y	U	I	O	P	{	}		
Caps Lock	A	S	D	F	G	H	J	K	L	:	"	↩ Enter		
Shift	Z	X	C	V	B	N	M	<	>	?	Shift			
Ctrl	Win Key	Alt	한 자						한 영	Alt	Win Key	Menu	Ctrl	

(출처 : https://ko.wikipedia.org/wiki/자판_배열)

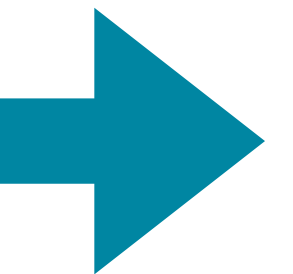


키보드 입력
keyboard input



ASCII

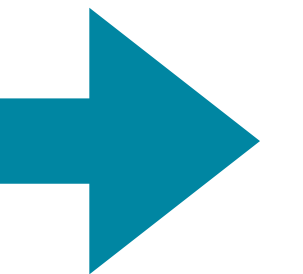
American Standard Code for Information Interchange



문자의 표현

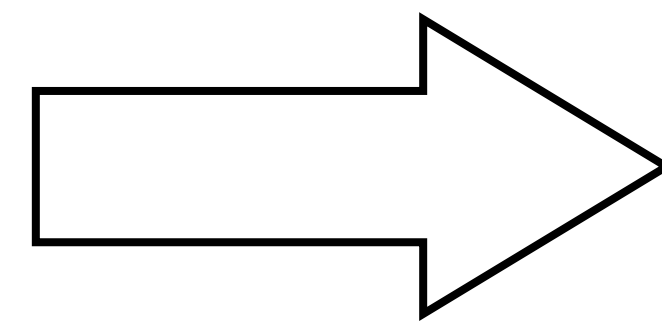
"H"

'H'



~	!	@	#	\$	%	^	&	*	()	-	=		↩
Tab	Q	W	E	R	T	Y	U	I	O	P	{	}		
Caps Lock	A	S	D	F	G	H	J	K	L	:	"	↩ Enter		
Shift	Z	X	C	V	B	N	M	<	>	?	Shift			
Ctrl	Win Key	Alt	한 자						한 영	Alt	Win Key	Menu	Ctrl	

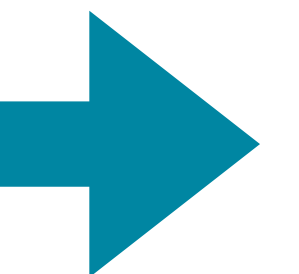
(출처 : https://ko.wikipedia.org/wiki/자판_배열)



키보드 입력
keyboard input



Unicode



>>>>>>>>>> 제어 구조의 설계 원리를 중심으로 배우는 >>>>>>>>>>

프로그래밍의 정석 파이썬

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실습 1.1 아스키



실습 1.2 유니코드

문자열

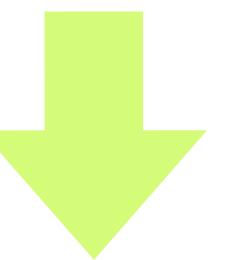
String

문자열

Hello, World!

문자열의 표현

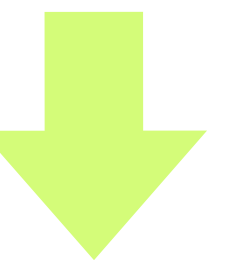
"Hello, World!"



문자열의 표현

"Hello, World!"

'Hello, World!'



문자열의 표현

"Hello, World!"

'Hello, World!'

문자열 구분문자
string delimiter

문자열 붙이기

+

빈 문자열

""

''

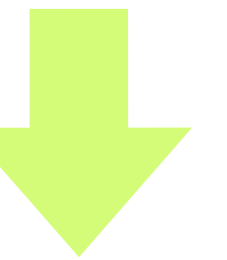
문자열 이어 붙이기

*

문자열 구분문자

“

’

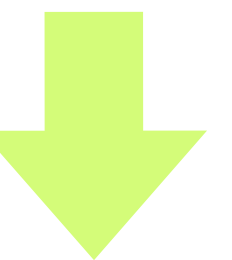


문자열 구분문자

"

'

Halley's Comet



문자열 구분문자

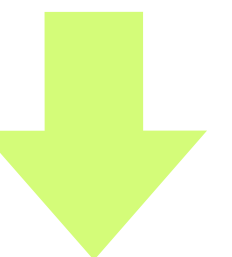
"

'

Halley's Comet

"Halley's Comet"

'Halley's Comet'



문자열 구분문자

"

'

Halley's Comet

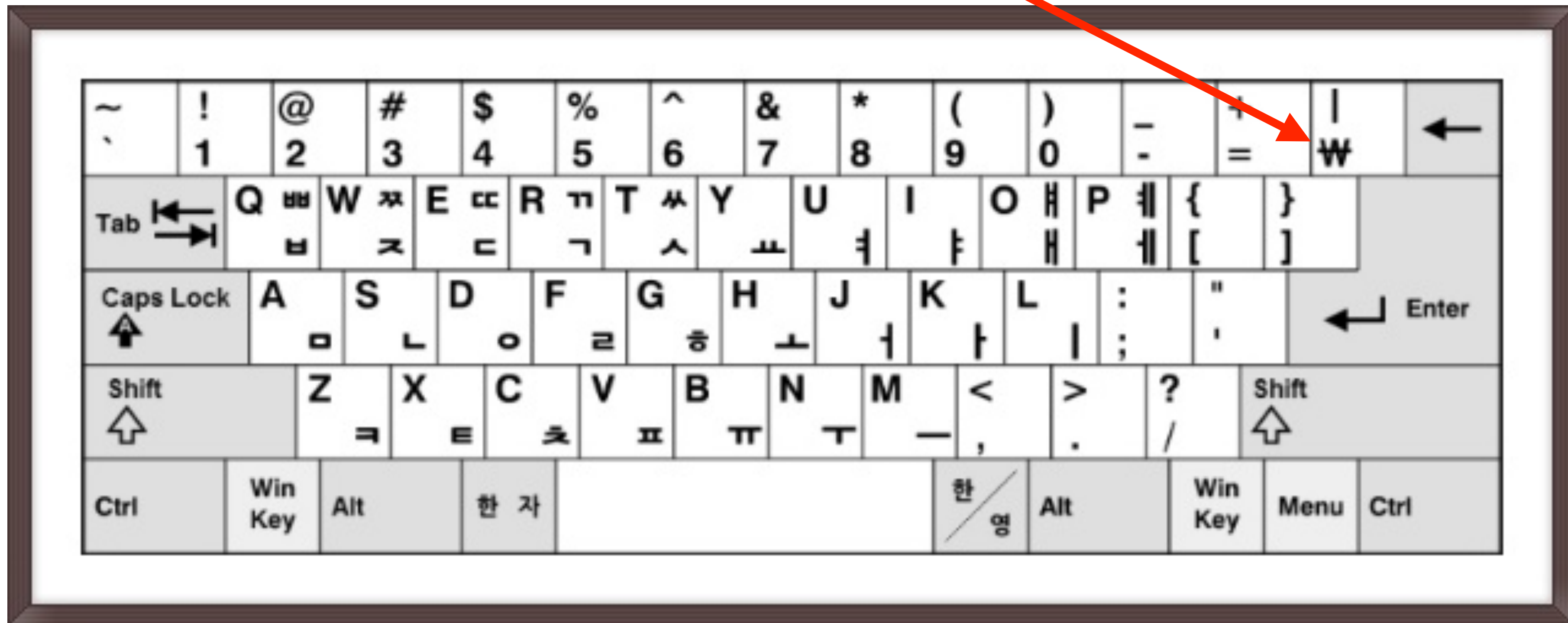
"Halley's Comet"

'Halley's Comet'

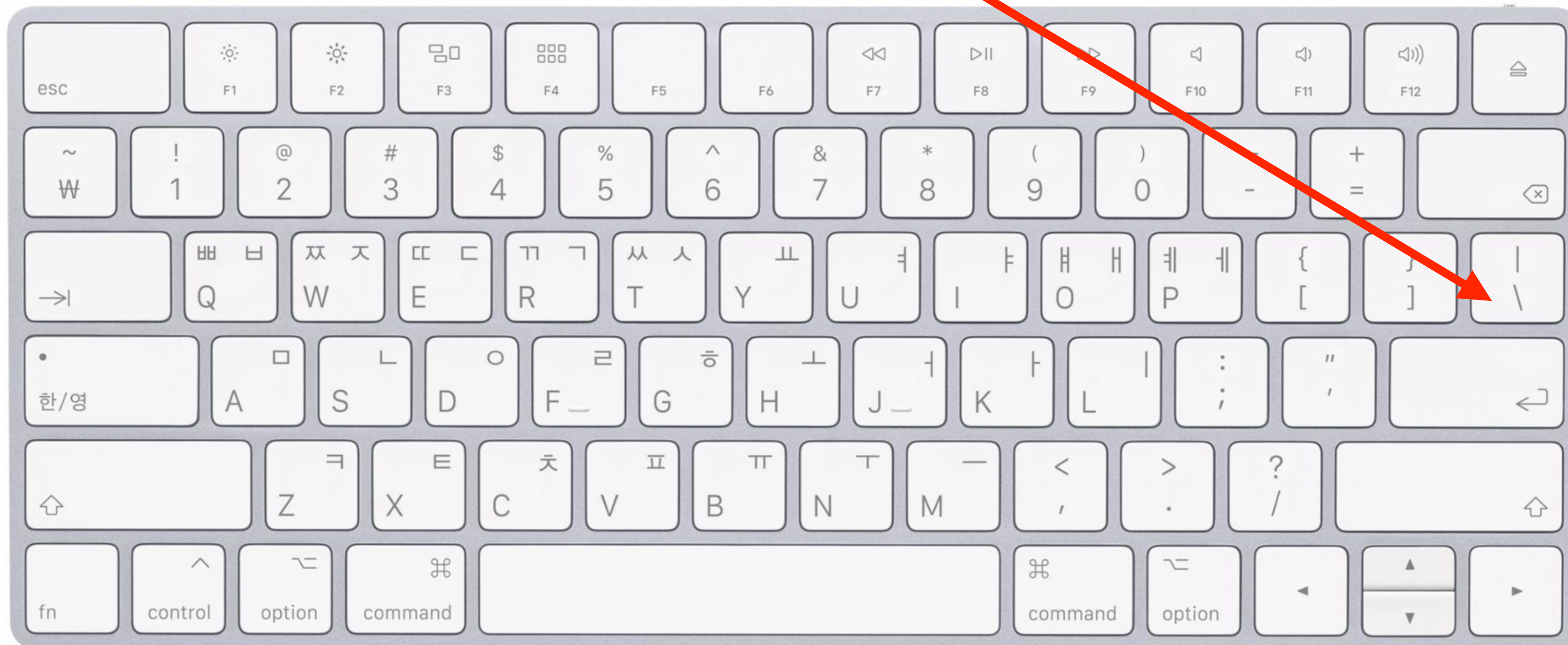
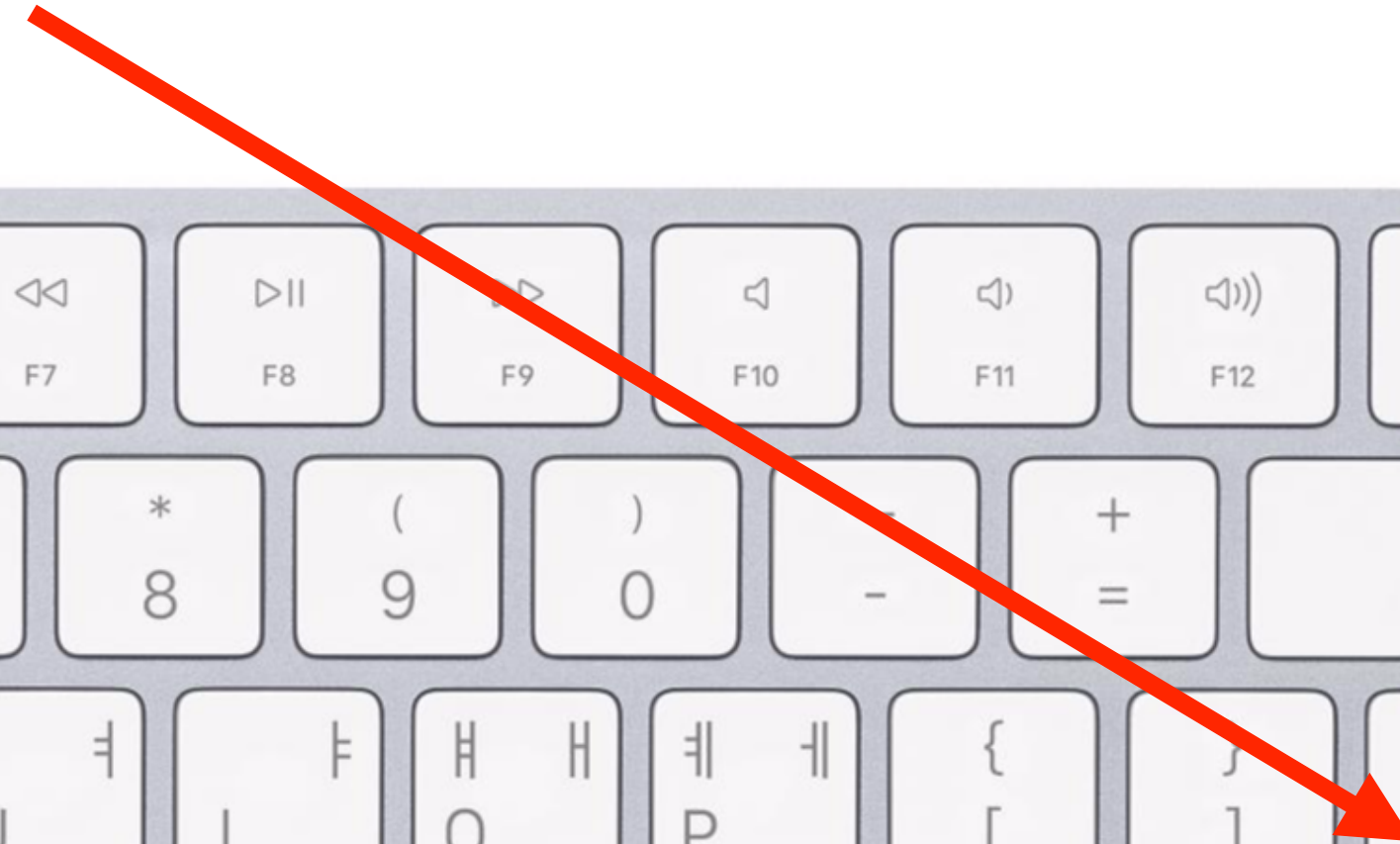
'Halley\'s Comet'

탈바꿈 문자
escape character

탈바꿈 문자



탈바꿈 문자



>>>>>>>>>> 제어 구조의 설계 원리를 중심으로 배우는 >>>>>>>>>>

프로그래밍의 정석 파이썬

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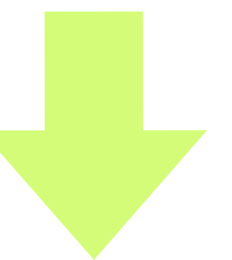


실습 1.3 구분문자의 탈바꿈

표준 출력

Standard Output

```
print()
```



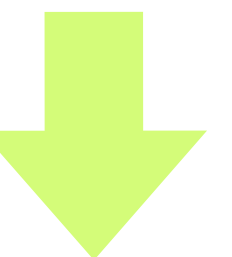
표준 출력

Standard Output

```
print()
```

```
print("Hello, World!")
```

```
print('Hello, World!')
```



표준 출력

Standard Output

`print()`

불박이 함수
Built-in Function

파이썬 표준 라이브러리
The Python Standard Library
<https://www.python.org>

특수 문자

\n 새줄 문자



특수 문자

\t

탭 문자



>>>>>>>>>> 제어 구조의 설계 원리를 중심으로 배우는 >>>>>>>>>>

프로그래밍의 정석 파이썬

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실습 1.4 특수 문자 프린트

\의 탈바꿈

"\n" is a newline character.

문자열 내부 줄 넘기기

Yesterday all my troubles seemed so far away.

Now it looks as though they're here to stay.

Oh, I believe in yesterday.

>>>>>>>>>> 제어 구조의 설계 원리를 중심으로 배우는 >>>>>>>>>>

프로그래밍의 정석 파이썬

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실습 1.5 아스키 아트

여러 줄 문자열

""Yesterday all my troubles seemed so far away.
Now it looks as though they're here to stay.
Oh, I believe in yesterday.""

print() 옵션

sep

end

프로그래밍의 정석
파이썬

1

식

1.1 문자열 · 1.2 수식 · 1.3 타입 변환 · 1.4 오류

CHAPTER 1

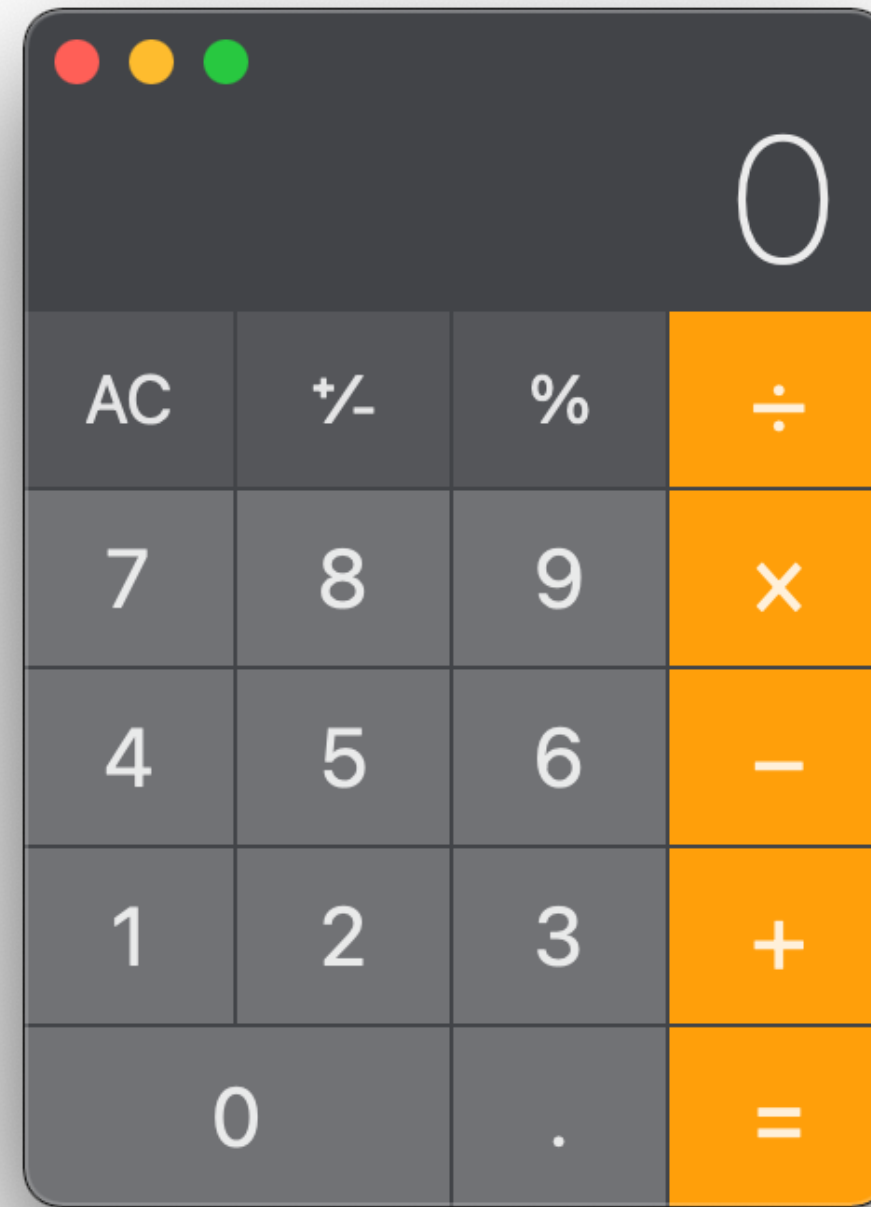
식

1.1 문자열

✓ 1.2 수식

1.3 타입 변환

1.4 오류



수식

Arithmetic Expression

정수

integer

실수

real number

정수의 표현

55

+3

0

-13

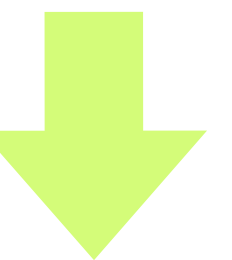
실수의 표현

고정소수점 방식

fixed point

부동소수점 방식

floating point



실수의 표현

고정소수점 방식

fixed point

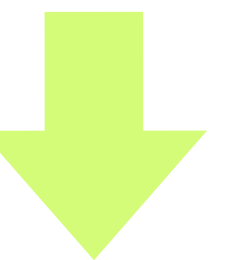
3.141592

+1.414

-324.8

부동소수점 방식

floating point



실수의 표현

고정소수점 방식

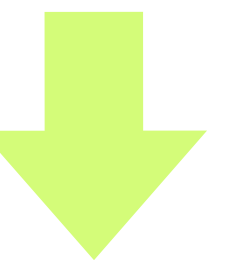
fixed point

0.00000000025

부동소수점 방식

floating point

2.5e-9



실수의 표현

고정소수점 방식

fixed point

0.0000000025

부동소수점 방식

floating point

2.5e-9

$\underbrace{2.5}_{\text{significand}} \times \underbrace{10}_{\text{base}} \underbrace{-9}_{\text{exponent}}$
가수 기저 지수

정수

integer

int

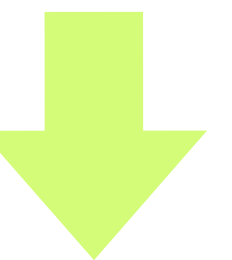
실수

real number

float

수식의 표현

더하기	빼기	곱하기	나누기	몫	나머지	거듭제곱
+	-	*	/	//	%	**



수식의 표현

더하기	빼기	곱하기	나누기	몫	나머지	거듭제곱
+	-	*	/	//	%	**

3 + 5

24 * 365

53 // 7

2.0 ** 8

24 - 17

53 / 7

53 % 7

산술 연산자



-5

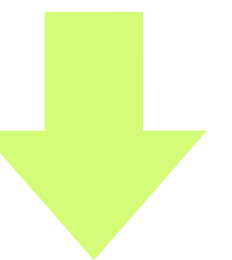
- - 5

- - -5

우선순위

Precedence

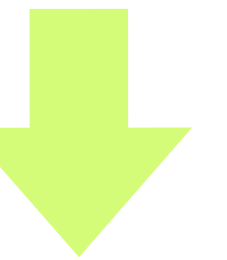
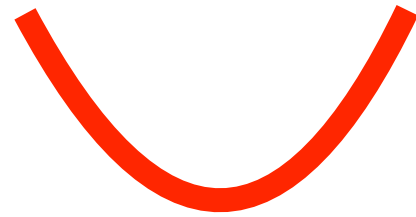
$2 + 3 * 4$



우선순위

Precedence

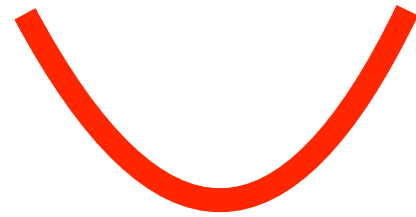
2 + 3 * 4



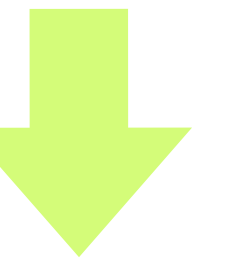
우선순위

Precedence

2 + 3 * 4



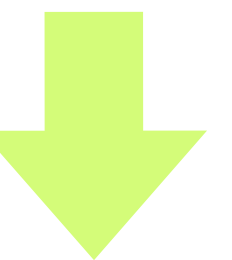
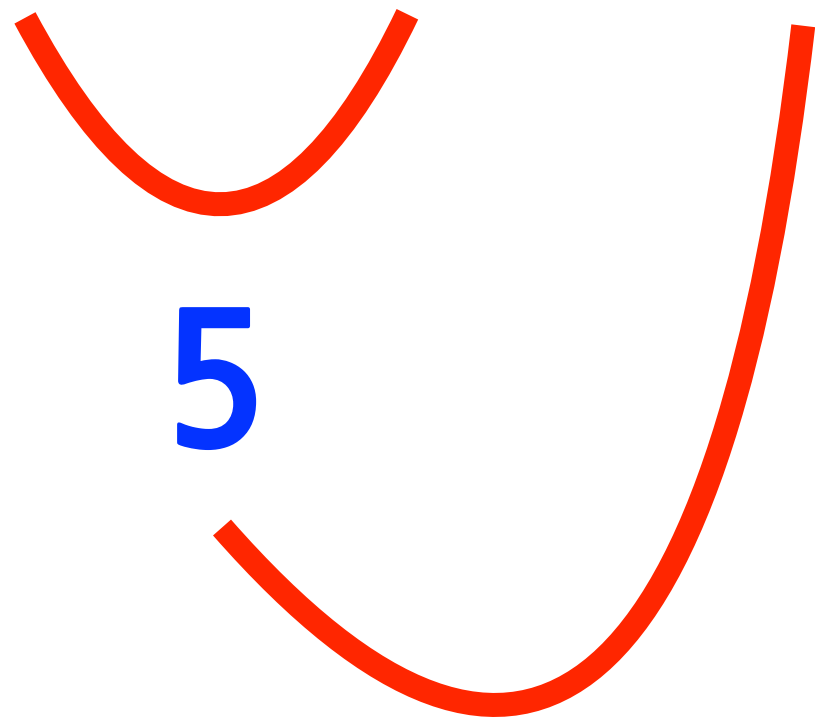
5



우선순위

Precedence

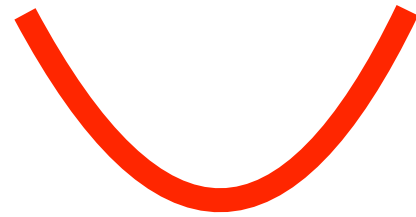
2 + 3 * 4



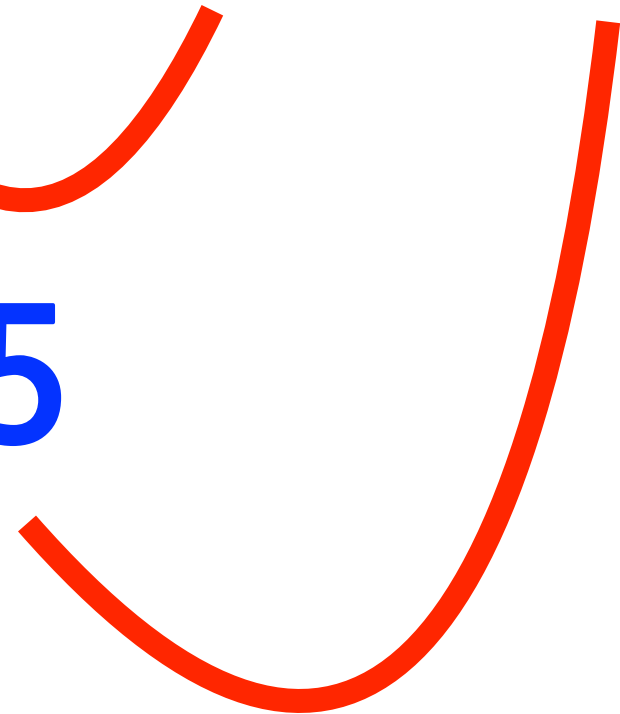
우선순위

Precedence

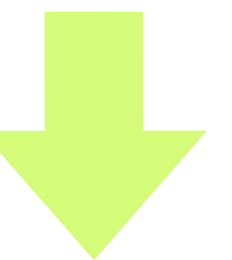
2 + 3 * 4



5



20



우선순위

Precedence

2 + 3 * 4

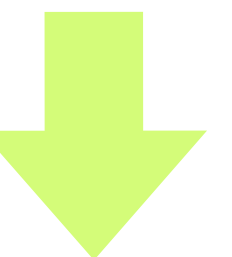
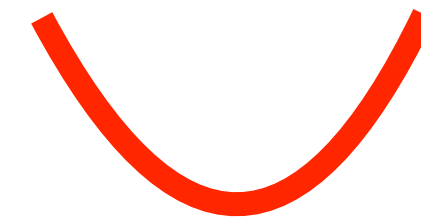


5



20

2 + 3 * 4



우선순위

Precedence

2 + 3 * 4

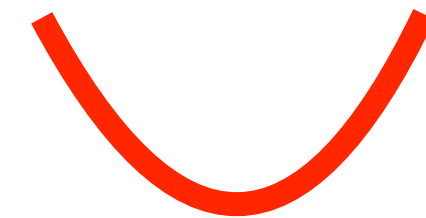


5

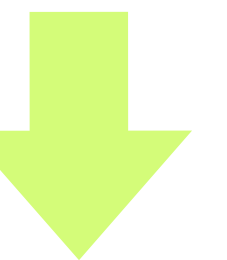


20

2 + 3 * 4



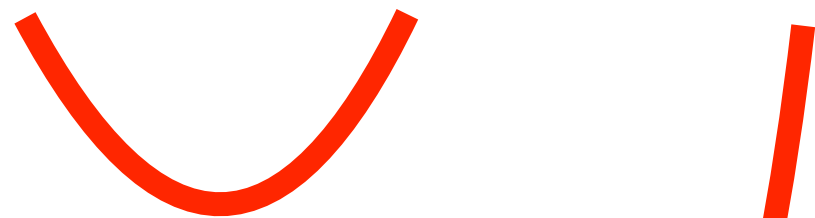
12



우선순위

Precedence

2 + 3 * 4



5

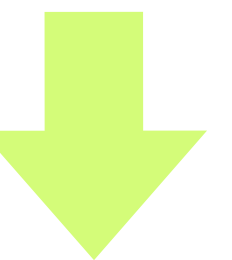
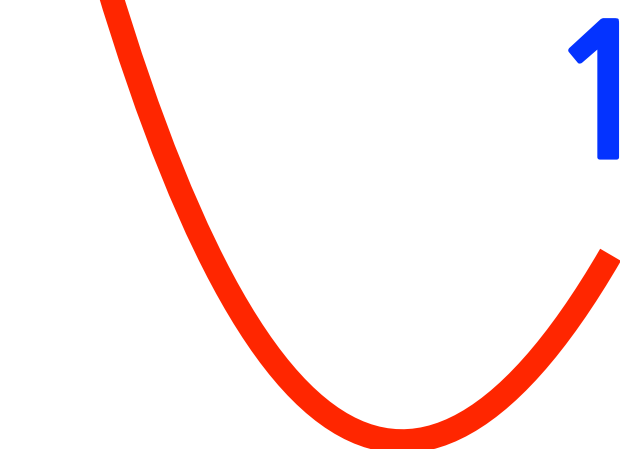


20

2 + 3 * 4



12



우선순위

Precedence

2 + 3 * 4



5

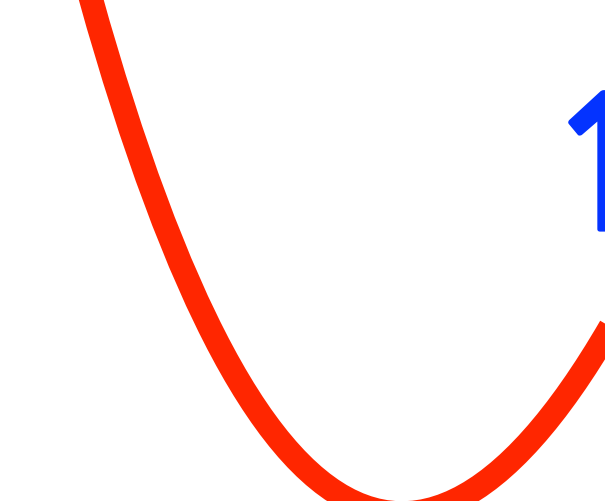


20

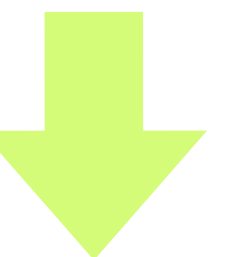
2 + 3 * 4



12

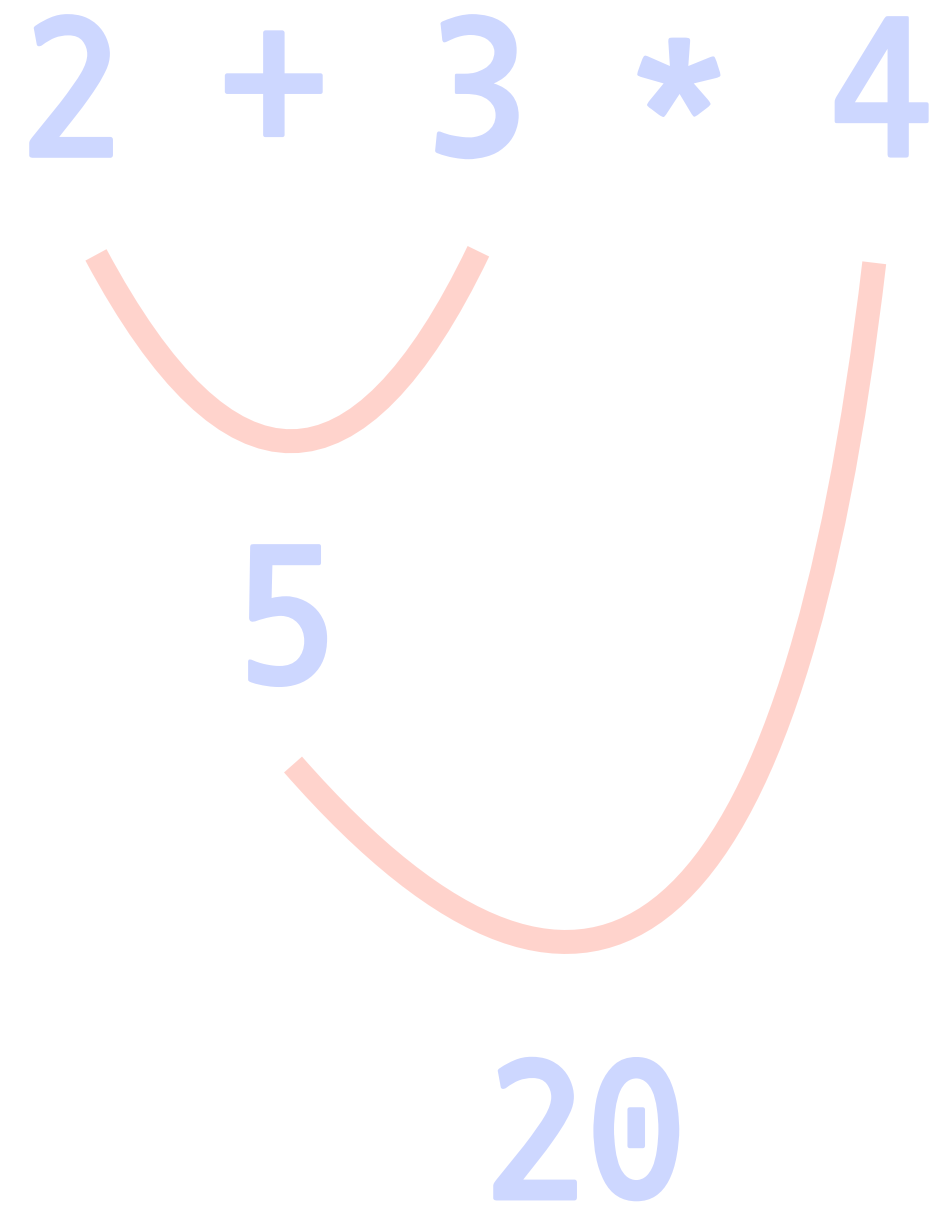


14



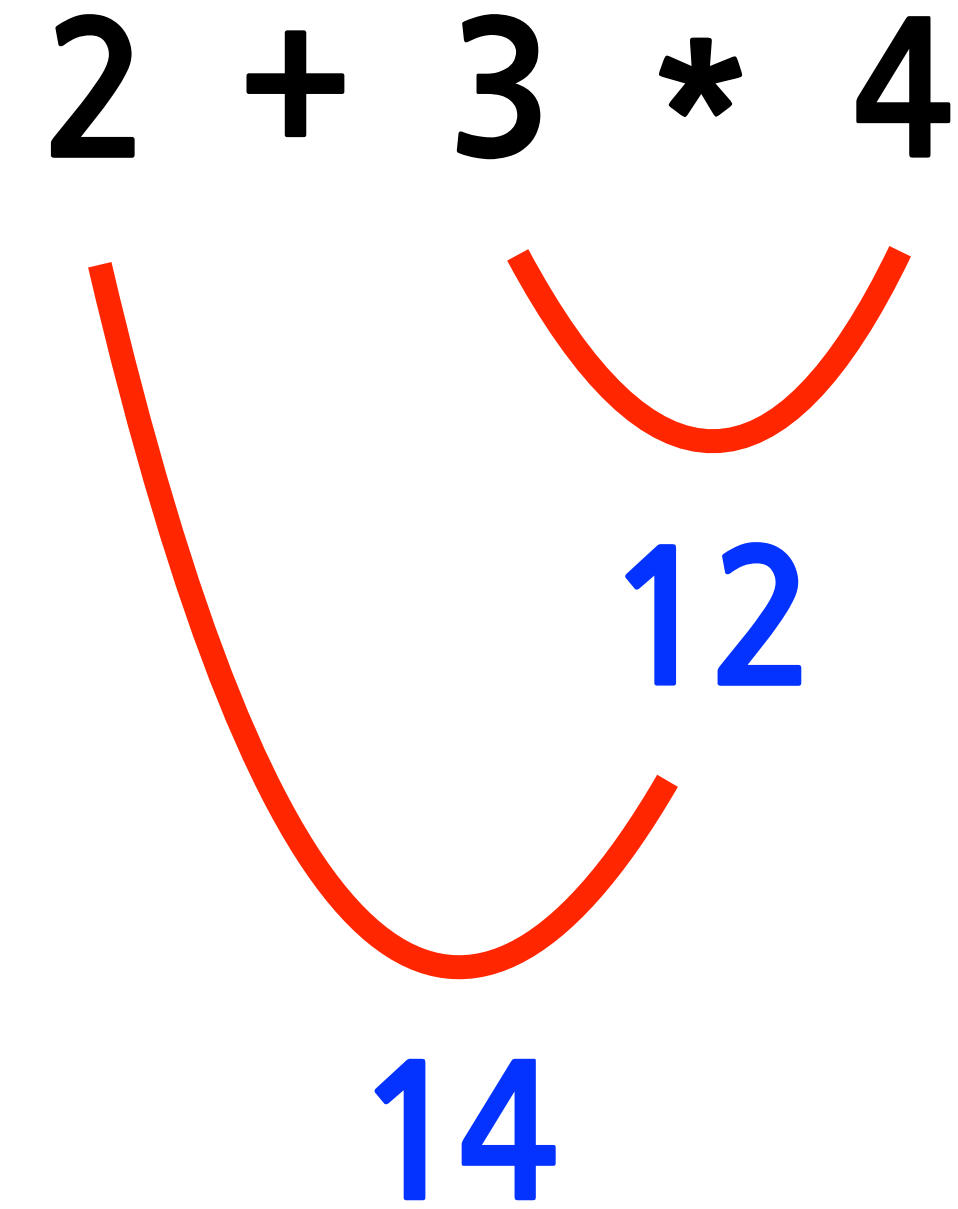
우선순위

Precedence

$$2 + 3 * 4$$


5

20

$$2 + 3 * 4$$


12

14

우선순위

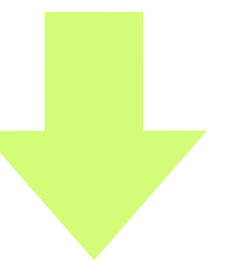
Precedence

우선순위	연산자	설명
가장높음	**	거듭제곱
높음	-	부호 바꾸기
낮음	* / // %	곱하기, 나누기, 몫, 나머지
가장낮음	+ -	더하기, 빼기

우선순위

Precedence

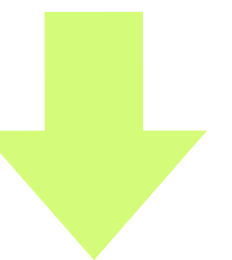
$2 + 3 * 4$



우선순위

Precedence

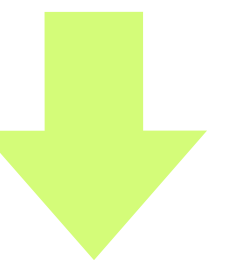
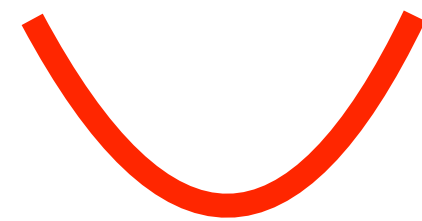
$(2 + 3) * 4$



우선순위

Precedence

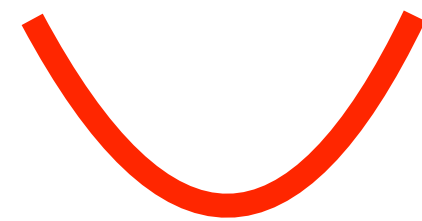
$(2 + 3) * 4$



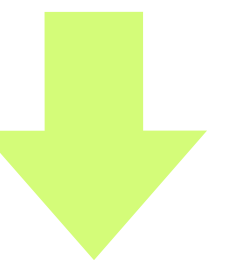
우선순위

Precedence

$(2 + 3) * 4$



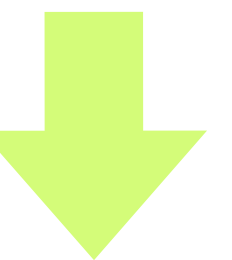
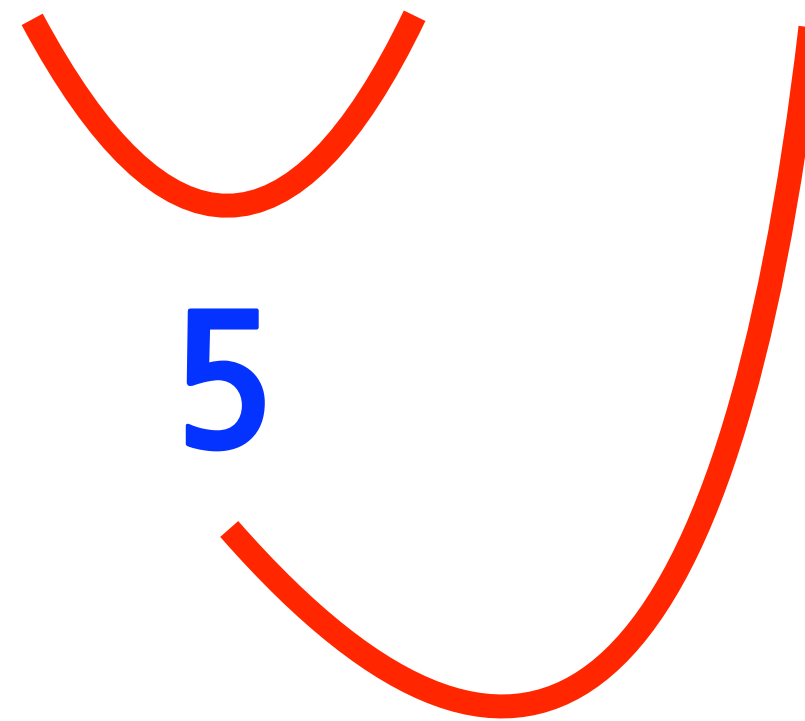
5



우선순위

Precedence

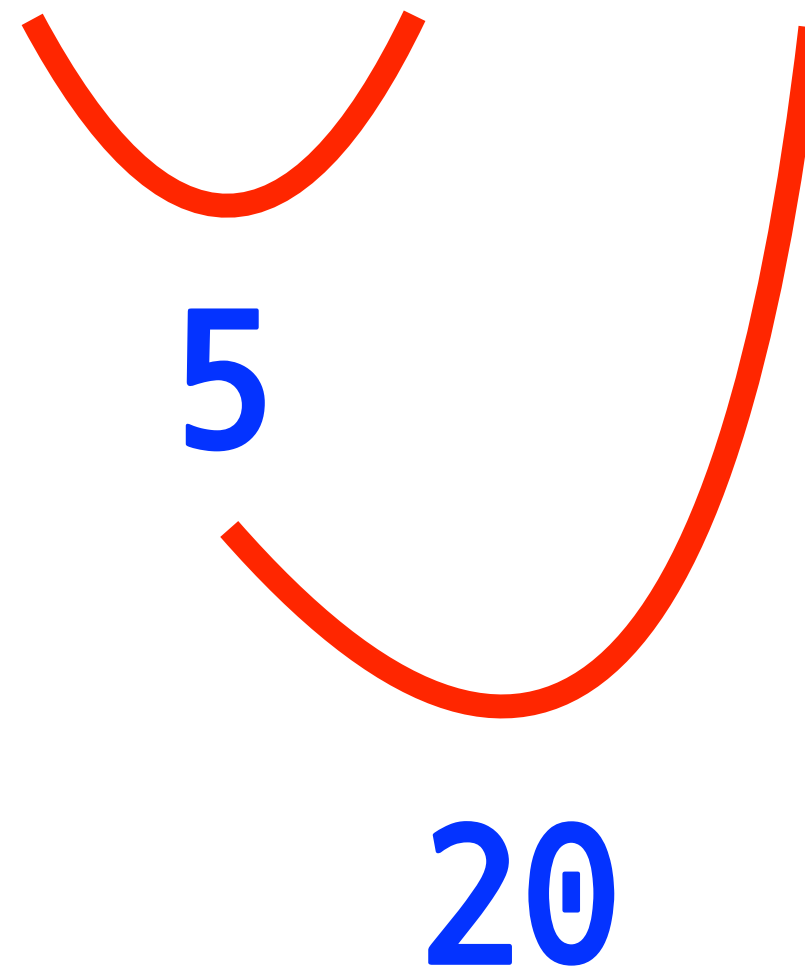
$(2 + 3) * 4$



우선순위

Precedence

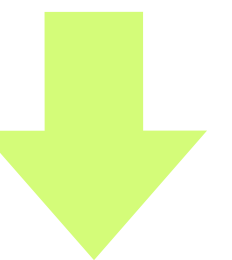
$(2 + 3) * 4$



결합순서

Associativity

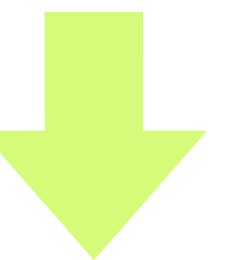
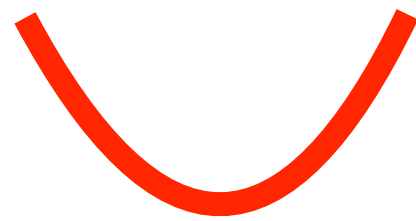
2 - 3 - 4



결합순서

Associativity

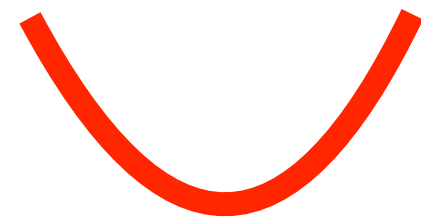
2 - 3 - 4



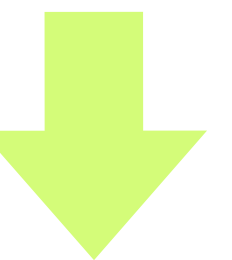
결합순서

Associativity

2 - 3 - 4



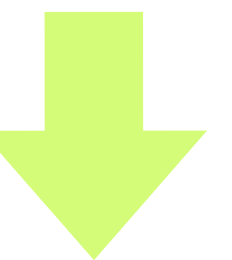
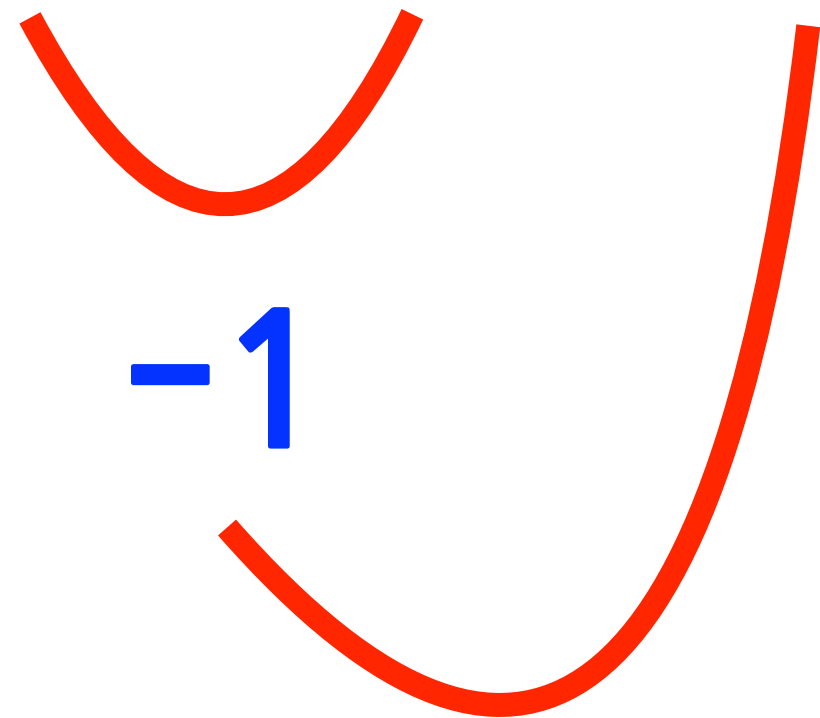
-1



결합순서

Associativity

2 - 3 - 4



결합순서

Associativity

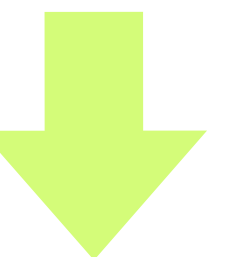
2 - 3 - 4



-1



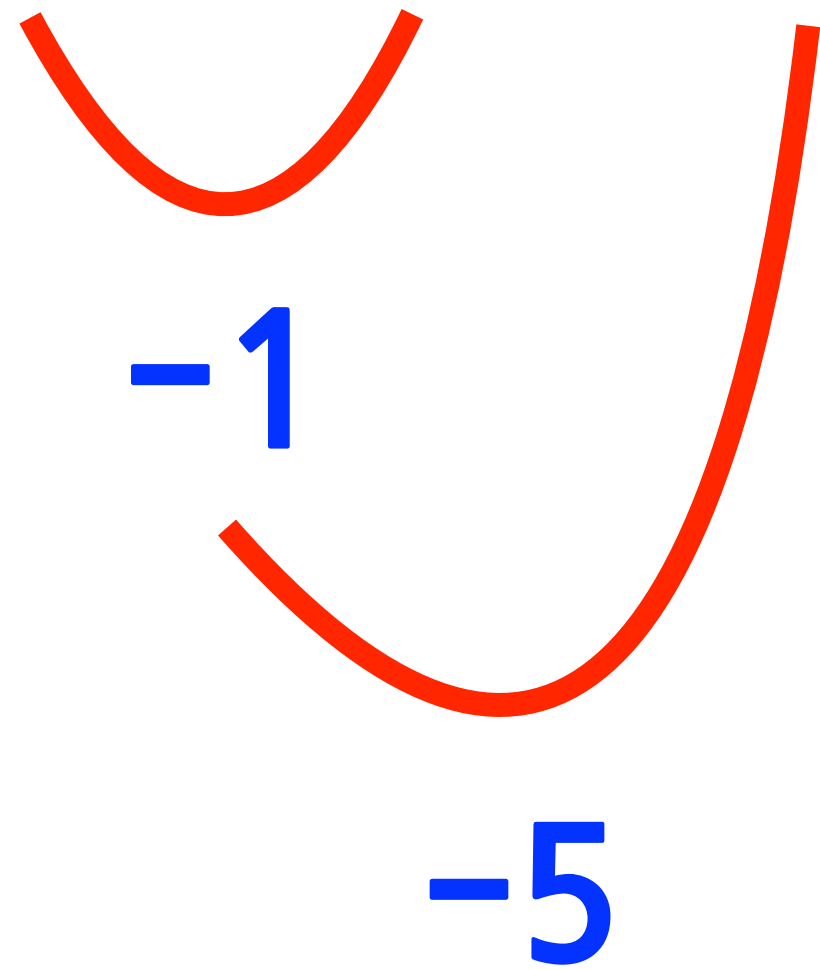
-5



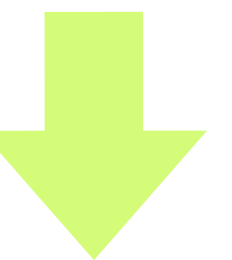
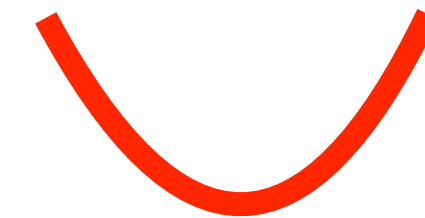
결합순서

Associativity

2 - 3 - 4



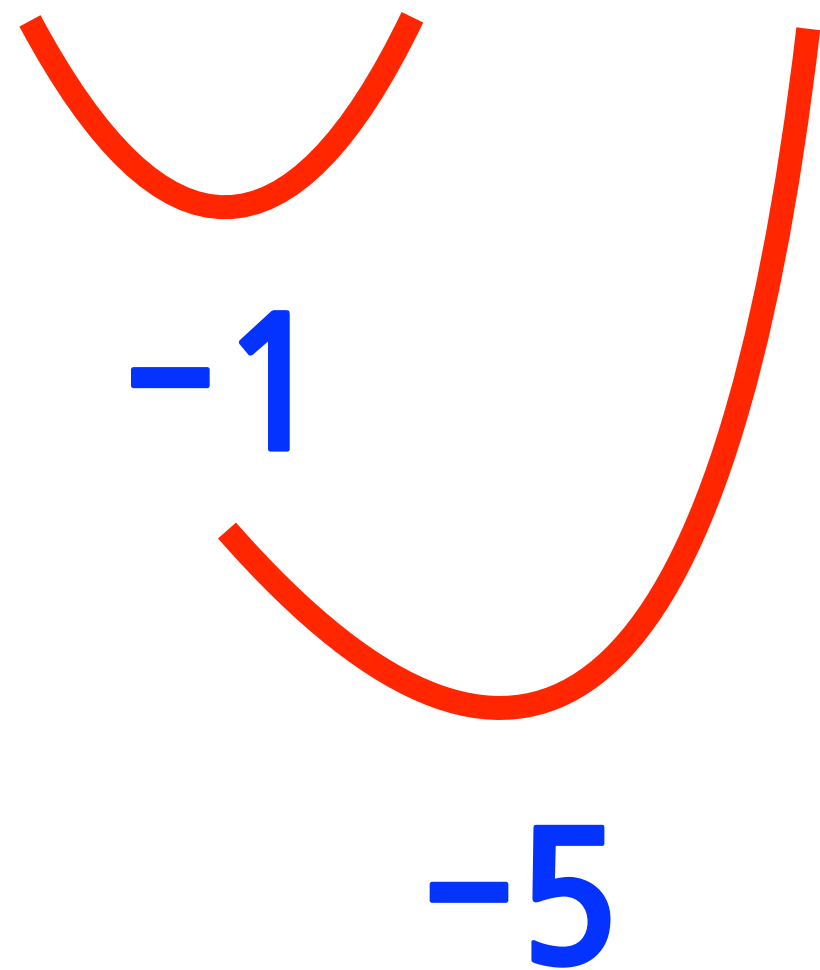
2 - 3 - 4



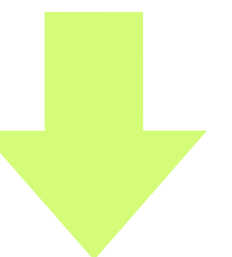
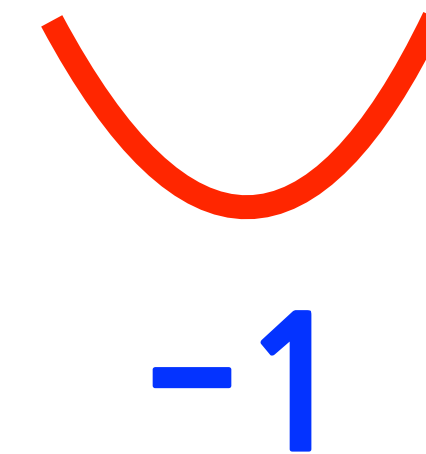
결합순서

Associativity

2 - 3 - 4



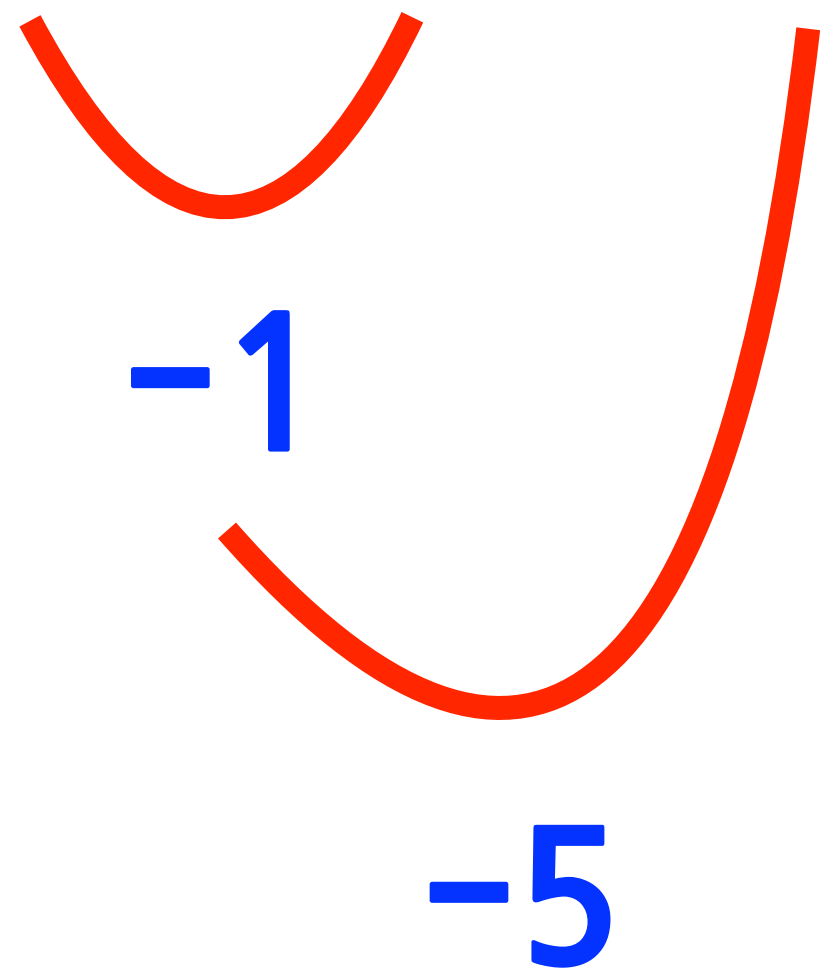
2 - 3 - 4



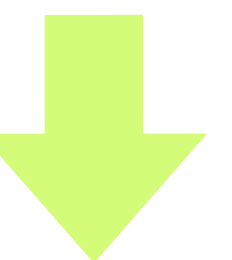
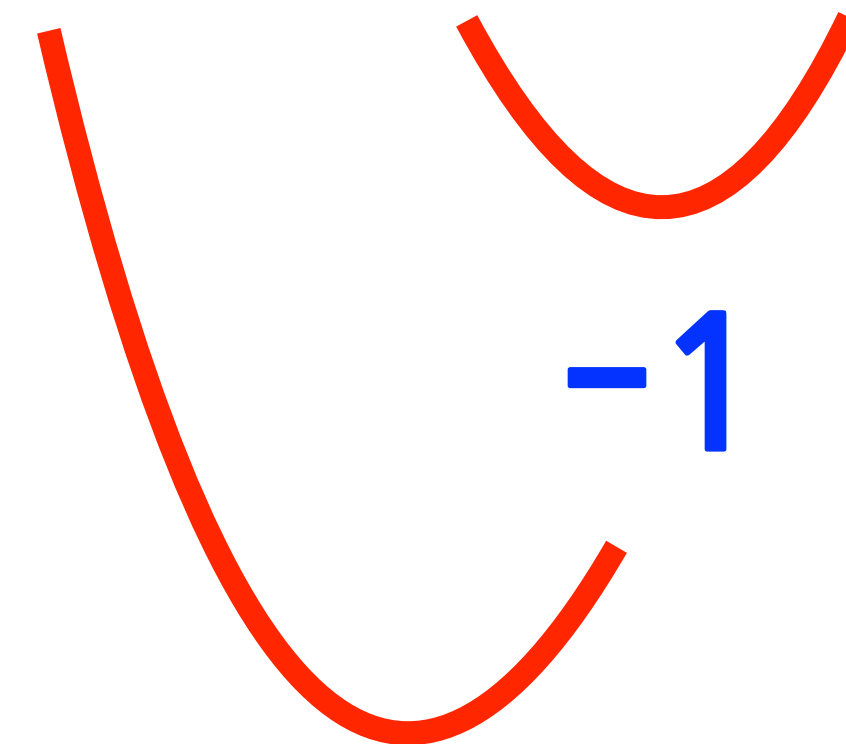
결합순서

Associativity

2 - 3 - 4



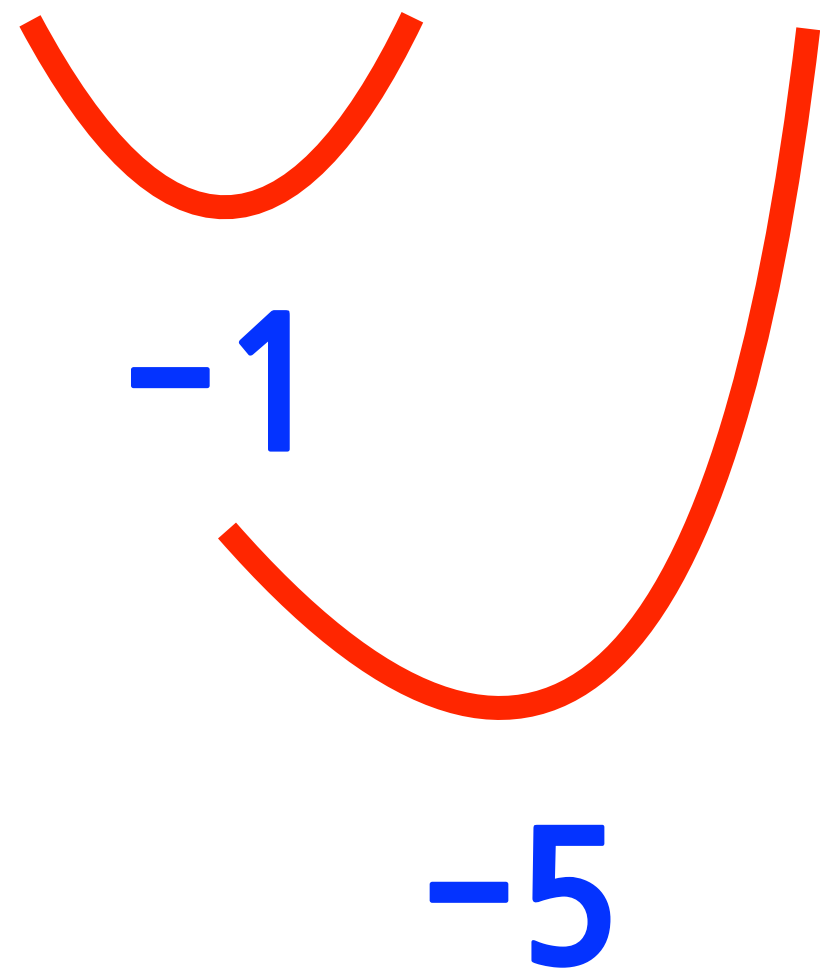
2 - 3 - 4



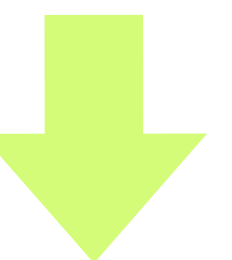
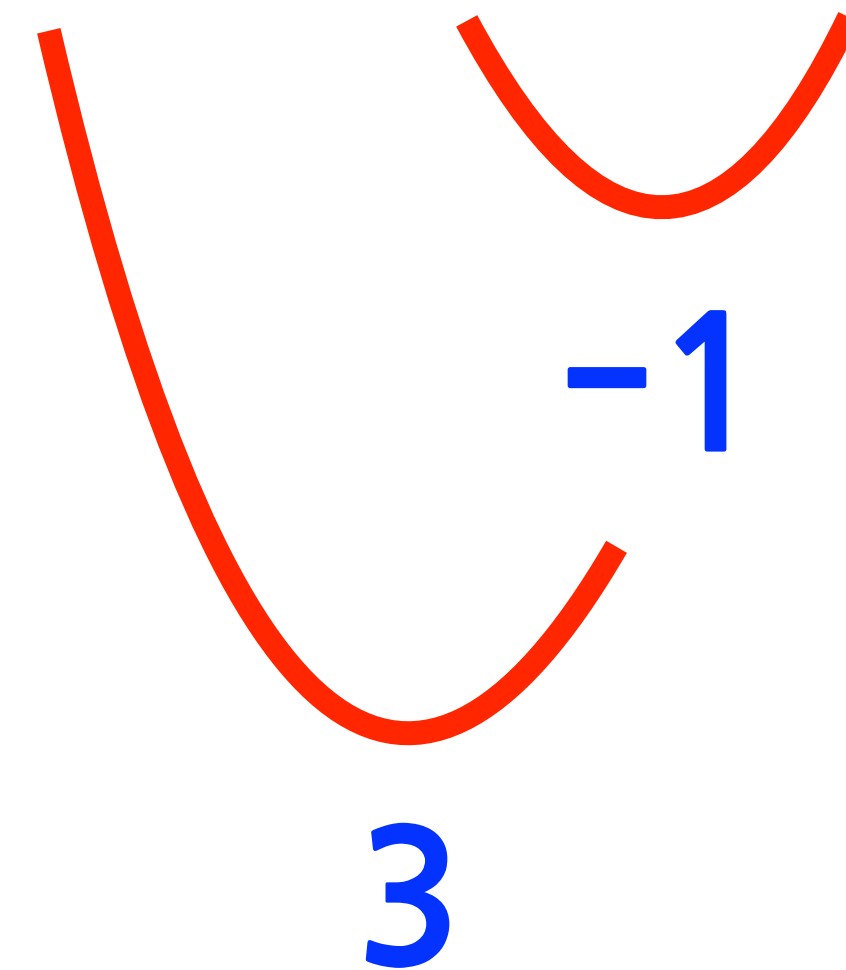
결합순서

Associativity

2 - 3 - 4



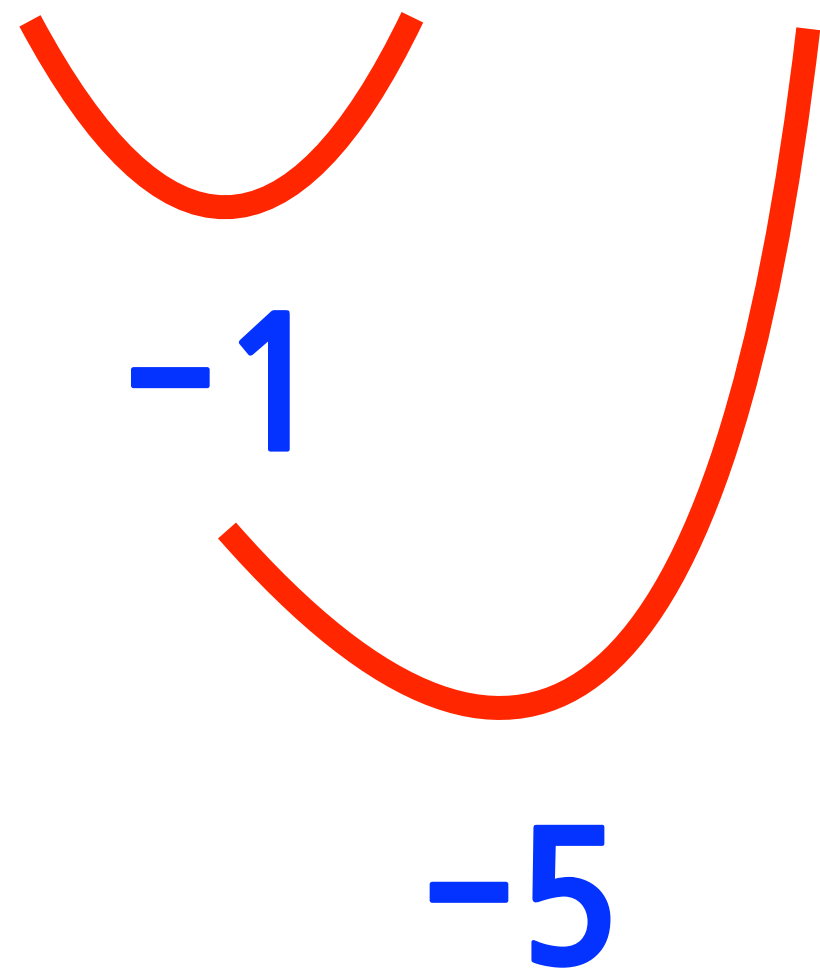
2 - 3 - 4



결합순서

Associativity

2 - 3 - 4



2 - 3 - 4



결합 순서

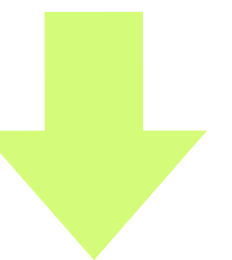
Associativity

결합 순서	연산자
우결합	**
좌결합	* / // % + -

결합순서

Associativity

2 - 3 - 4



결합순서

Associativity

$$2 - (3 - 4)$$

>>>>>>>>>> 제어 구조의 설계 원리를 중심으로 배우는 >>>>>>>>>>

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실습 1.6 수식 계산



실습 1.7 지갑에 들어있는 현금 총액 계산



실습 1.8 2시간 45분은 몇 초?



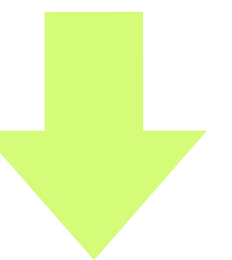
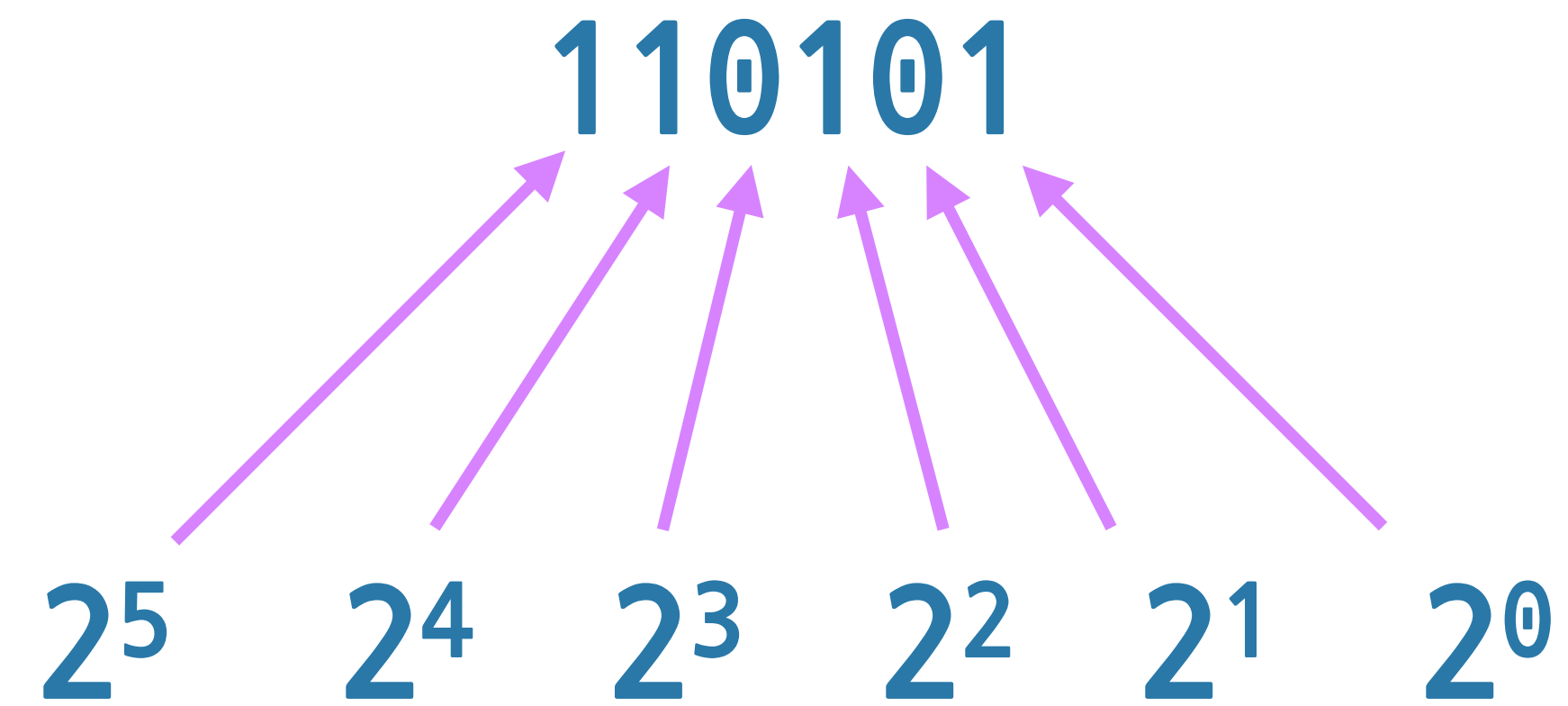
실습 1.9 333초는 몇 분 몇 초?

정수 int	실수 float
무한히 많으나 셀 수 있음	셀수 없을 만큼 무한히 많음
가용 메모리 한도 안에서 아무리 큰 수라도 파이썬 프로그램으로 모두 처리 가능	모두 처리 불가능하여 불가피하게 근사치로 처리

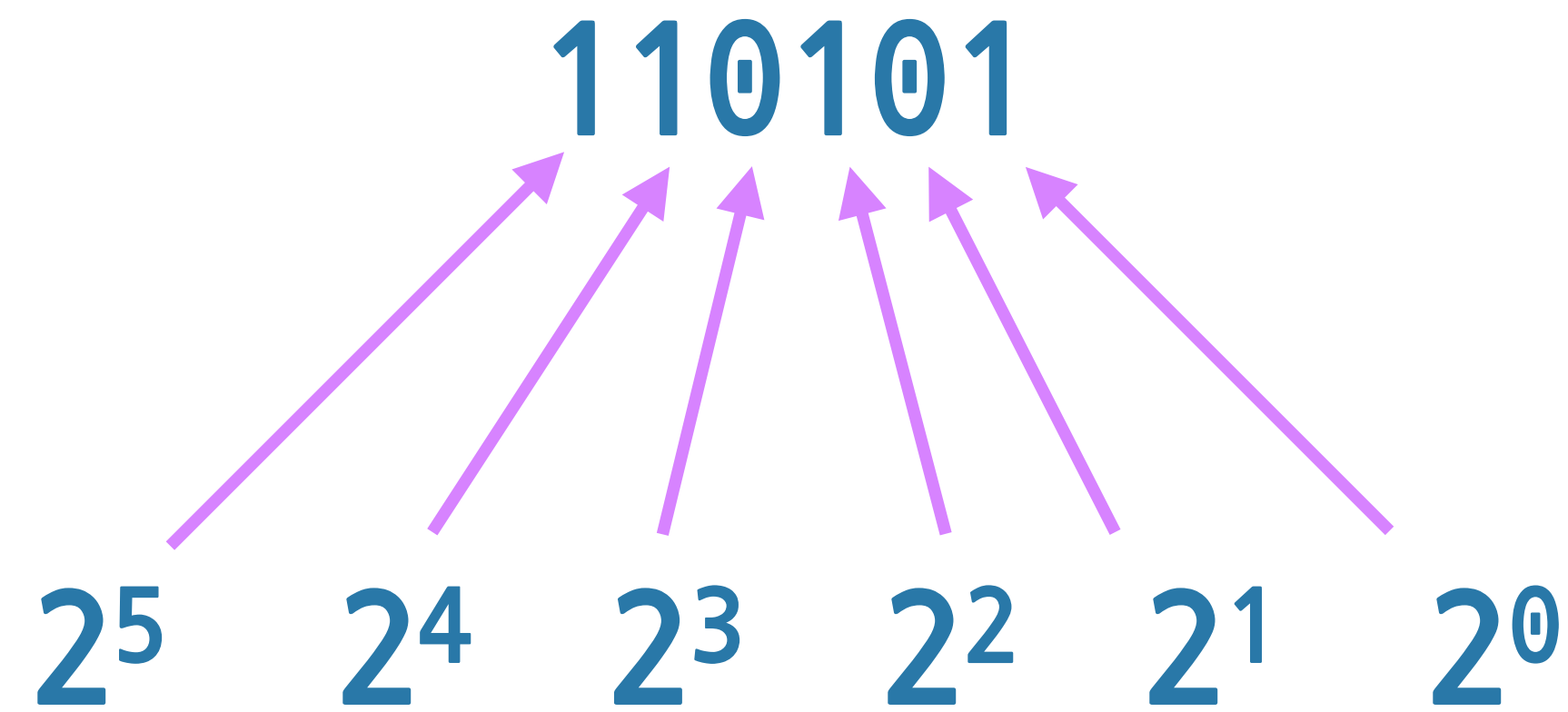
실수 오차

$$0.1 * 0.1$$

자연수의 이진수 표현



자연수의 이진수 표현

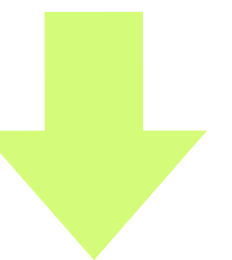
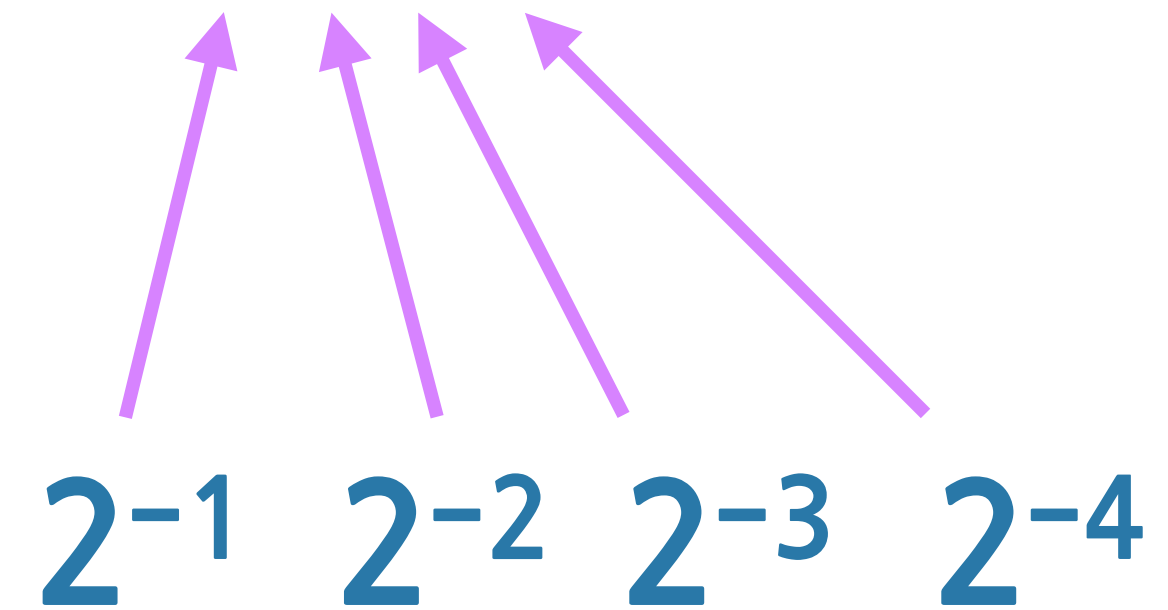


$$\begin{aligned} 110101 &= 1 \times 2^5 + 1 \times 2^4 + 0 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 \\ &= 1 \times 32 + 1 \times 16 + 0 \times 8 + 1 \times 4 + 0 \times 2 + 1 \times 1 \\ &= 53 \end{aligned}$$

이진수	십진수
0	0
1	1
10	2
11	3
100	4
101	5
110	6
111	7
1000	8
1001	9
1010	10
1011	11
1100	12
1101	13
1110	14

소수점 아래 수의 이진수 표현

0.1011



소수점 아래 수의 이진수 표현

0.1011

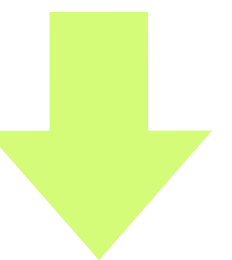
2^{-1} 2^{-2} 2^{-3} 2^{-4}

$$\begin{aligned} 0.1011 &= 1 \times 2^{-1} + 0 \times 2^{-2} + 1 \times 2^{-3} + 1 \times 2^{-4} \\ &= 1 \times \frac{1}{2} + 0 \times \frac{1}{4} + 1 \times \frac{1}{8} + 1 \times \frac{1}{16} \\ &= 1 \times 0.5 + 0 \times 0.25 + 1 \times 0.125 + 1 \times 0.0625 \\ &= 0.6875 \end{aligned}$$

이진수	십진수
0.1	0.5
0.01	0.25
0.11	0.75
0.001	0.125
0.011	0.375
0.101	0.625
0.111	0.875
0.0001	0.0625
0.0011	0.1875
0.0101	0.3125
0.0111	0.4375
0.1001	0.5625
0.1010	0.6875
0.1011	0.8125
0.1111	0.9375

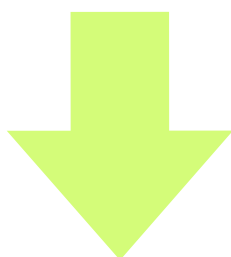
이진수	십진수
?	0.1

이진수	십진수
0.1	0.5
0.01	0.25
0.11	0.75
0.001	0.125
0.011	0.375
0.101	0.625
0.111	0.875
0.0001	0.0625
0.0011	0.1875
0.0101	0.3125
0.0111	0.4375
0.1001	0.5625
0.1010	0.6875
0.1011	0.8125
0.1111	0.9375



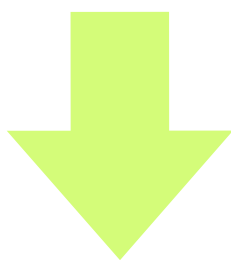
이진수	십진수
0.1	0.5
0.01	0.25
0.11	0.75
0.001	0.125
0.011	0.375
0.101	0.625
0.111	0.875
0.0001	0.0625
0.0011	0.1875
0.0101	0.3125
0.0111	0.4375
0.1001	0.5625
0.1010	0.6875
0.1011	0.8125
0.1111	0.9375

이진수	십진수
0.0001	0.0625
0.00011	0.09375



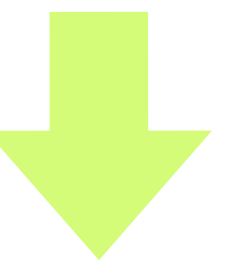
이진수	십진수
0.1	0.5
0.01	0.25
0.11	0.75
0.001	0.125
0.011	0.375
0.101	0.625
0.111	0.875
0.0001	0.0625
0.0011	0.1875
0.0101	0.3125
0.0111	0.4375
0.1001	0.5625
0.1010	0.6875
0.1011	0.8125
0.1111	0.9375

이진수	십진수
0.0001	0.0625
0.00011	0.09375
0.000111	0.109375



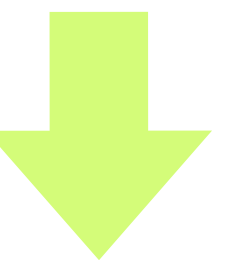
이진수	십진수
0.1	0.5
0.01	0.25
0.11	0.75
0.001	0.125
0.011	0.375
0.101	0.625
0.111	0.875
0.0001	0.0625
0.0011	0.1875
0.0101	0.3125
0.0111	0.4375
0.1001	0.5625
0.1010	0.6875
0.1011	0.8125
0.1111	0.9375

이진수	십진수
0.0001	0.0625
0.00011	0.09375
0.000111	0.109375
0.0001101	0.1015625



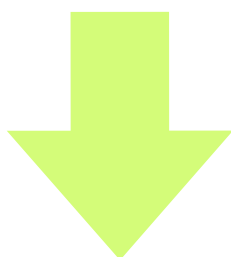
이진수	십진수
0.1	0.5
0.01	0.25
0.11	0.75
0.001	0.125
0.011	0.375
0.101	0.625
0.111	0.875
0.0001	0.0625
0.0011	0.1875
0.0101	0.3125
0.0111	0.4375
0.1001	0.5625
0.1010	0.6875
0.1011	0.8125
0.1111	0.9375

이진수	십진수
0.0001	0.0625
0.00011	0.09375
0.000111	0.109375
0.0001101	0.1015625
0.00011001	0.09765625



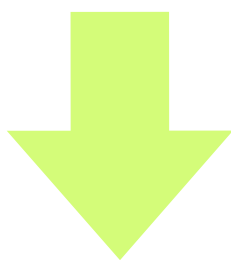
이진수	십진수
0.1	0.5
0.01	0.25
0.11	0.75
0.001	0.125
0.011	0.375
0.101	0.625
0.111	0.875
0.0001	0.0625
0.0011	0.1875
0.0101	0.3125
0.0111	0.4375
0.1001	0.5625
0.1010	0.6875
0.1011	0.8125
0.1111	0.9375

이진수	십진수
0.0001	0.0625
0.00011	0.09375
0.000111	0.109375
0.0001101	0.1015625
0.00011001	0.09765625
0.000110011	0.099609375



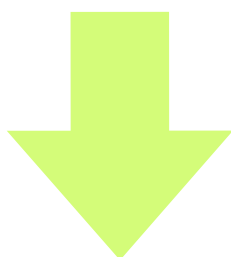
이진수	십진수
0.1	0.5
0.01	0.25
0.11	0.75
0.001	0.125
0.011	0.375
0.101	0.625
0.111	0.875
0.0001	0.0625
0.0011	0.1875
0.0101	0.3125
0.0111	0.4375
0.1001	0.5625
0.1010	0.6875
0.1011	0.8125
0.1111	0.9375

이진수	십진수
0.0001	0.0625
0.00011	0.09375
0.000111	0.109375
0.0001101	0.1015625
0.00011001	0.09765625
0.000110011	0.099609375
0.0001100111	0.1005859375



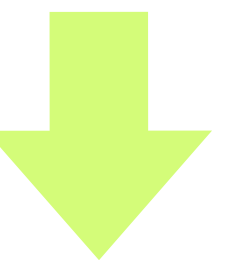
이진수	십진수
0.1	0.5
0.01	0.25
0.11	0.75
0.001	0.125
0.011	0.375
0.101	0.625
0.111	0.875
0.0001	0.0625
0.0011	0.1875
0.0101	0.3125
0.0111	0.4375
0.1001	0.5625
0.1010	0.6875
0.1011	0.8125
0.1111	0.9375

이진수	십진수
0.0001	0.0625
0.00011	0.09375
0.000111	0.109375
0.0001101	0.1015625
0.00011001	0.09765625
0.000110011	0.099609375
0.0001100111	0.1005859375
0.00011001101	0.10009765625



이진수	십진수
0.1	0.5
0.01	0.25
0.11	0.75
0.001	0.125
0.011	0.375
0.101	0.625
0.111	0.875
0.0001	0.0625
0.0011	0.1875
0.0101	0.3125
0.0111	0.4375
0.1001	0.5625
0.1010	0.6875
0.1011	0.8125
0.1111	0.9375

이진수	십진수
0.0001	0.0625
0.00011	0.09375
0.000111	0.109375
0.0001101	0.1015625
0.00011001	0.09765625
0.000110011	0.099609375
0.0001100111	0.1005859375
0.00011001101	0.10009765625
0.000110011001	0.0999853515625



이진수	십진수
0.1	0.5
0.01	0.25
0.11	0.75
0.001	0.125
0.011	0.375
0.101	0.625
0.111	0.875
0.0001	0.0625
0.0011	0.1875
0.0101	0.3125
0.0111	0.4375
0.1001	0.5625
0.1010	0.6875
0.1011	0.8125
0.1111	0.9375

이진수	십진수
0.0001	0.0625
0.00011	0.09375
0.000111	0.109375
0.0001101	0.1015625
0.00011001	0.09765625
0.000110011	0.099609375
0.0001100111	0.1005859375
0.00011001101	0.10009765625
0.000110011001	0.0999853515625
...	...
...	...

>>>>>>>>>> 제어 구조의 설계 원리를 중심으로 배우는 >>>>>>>>>>

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실습 1.10

실수 계산 오차 사례 찾기

프로그래밍의 정석
파이썬

1

식

1.1 문자열 · 1.2 수식 · 1.3 타입 변환 · 1.4 오류

CHAPTER 1

식

1.1 문자열

1.2 수식

✓ 1.3 타입 변환

1.4 오류

타입

Type

str

int

float

연산자의 중복사용

Overloading

연산자	연산
+	문자열 붙이기
	정수 더하기
	실수 더하기

"20" + "21"

2000 + 21

2000.9 + 21.0

2020 + 1.9

타입 변환

타입 변환	기능
<code>str(x)</code>	정수 또는 실수 <code>x</code> 를 <u>문자열</u> 로 변환
<code>int(x)</code>	정수 문자열 또는 실수 <code>x</code> 를 <u>정수</u> 로 변환
<code>float(x)</code>	수 문자열 또는 정수 <code>x</code> 를 <u>실수</u> 로 변환

>>>>>>>>>> 제어 구조의 설계 원리를 중심으로 배우는 >>>>>>>>>>

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실습 1.11 타입 변환 이해



실습 1.12 100m 달리기 세계 기록을 시속으로 따지면?

프로그래밍의 정석
파이썬

1

식

1.1 문자열 · 1.2 수식 · 1.3 타입 변환 · 1.4 오류

CHAPTER 1

식

1.1 문자열

1.2 수식

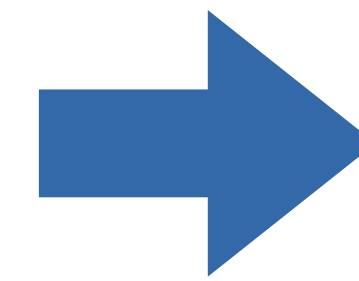
1.3 타입 변환

✓ 1.4 오류

오류 = 버그

Error

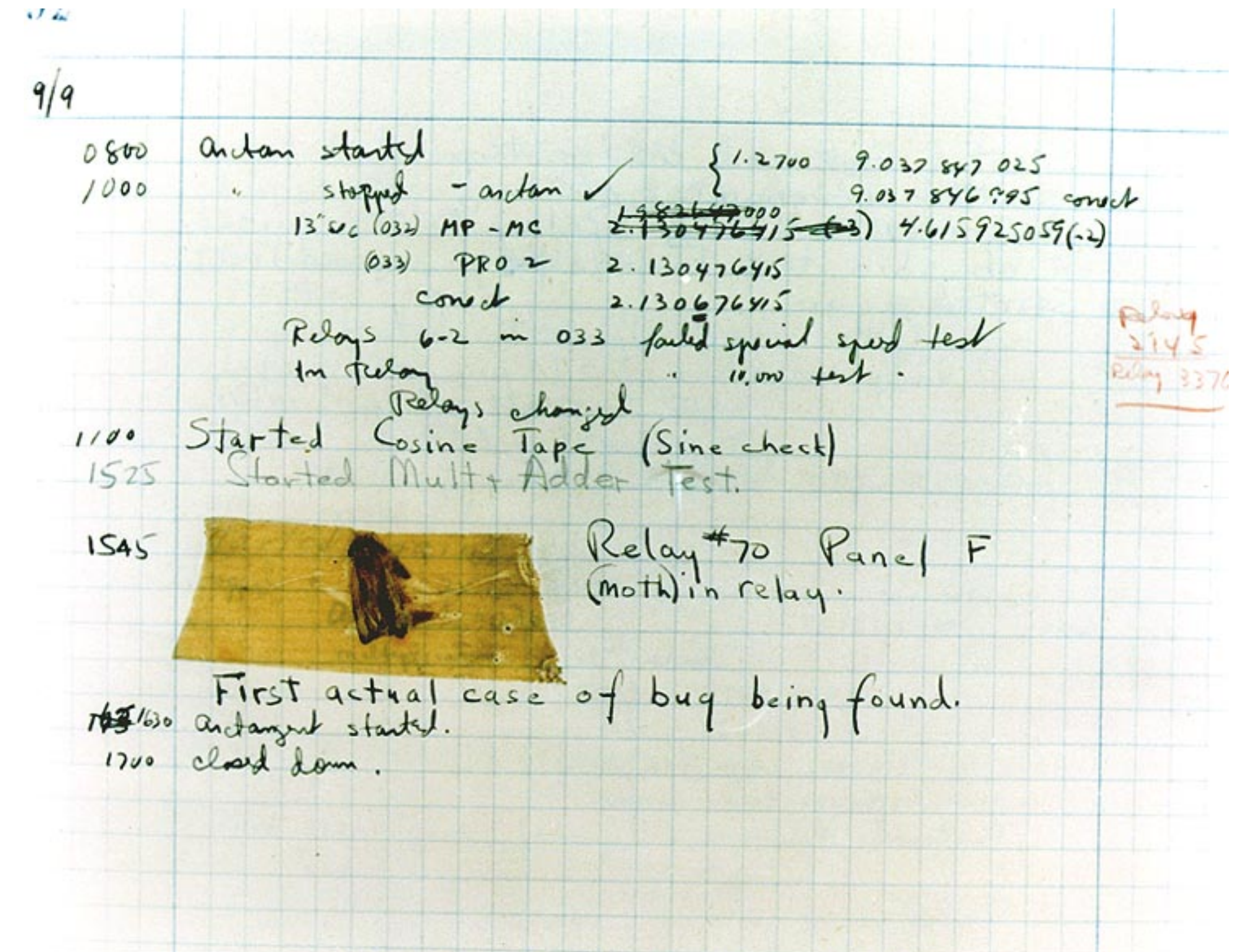
Bug



디버깅

Debugging

구문 오류 Syntax Error	실행 오류 Run-time Error
문법 오류	타입 오류 Type Error
	값 오류 Value Error
	나누기0 오류 Zero Division Error
	...



taken from Wikipedia

>>>>>>>>>> 제어 구조의 설계 원리를 중심으로 배우는 >>>>>>>>>>

프로그래밍의 정석

파이썬

도경구 지음



CHAPTER 1

식