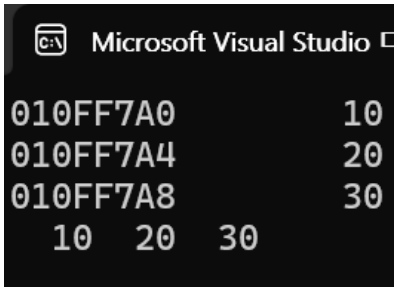
객체지향프로그래밍 LAB #09

<기초문제>_____

1.

```
#include <iostream>
#include <vector>
#include <iomanip>
using namespace std;
using Matrix = vector<vector<int>>;

// 배열의 경우 주소값(시작주소, 끝주소)을 전달
void print(int* begin, int* end) {
	for (int* curr = begin; curr < end; curr++)
		cout << setw(4) << *curr;

	// while문 구현 부분 - 수업시간에 배운 주소값을 기준으로 while문 작성
	// int* curr = begin;
	// while (curr < end) {
	//   cout << setw(4) << *curr;
	//   curr++;
	// }
	cout << endl;
}

// (+, -) for pointer: 주소값을 증가/감소 (다음 변수 위치)
int main() {
	int list[3] = { 10, 20, 30 };
	cout << list << '₩t' << list[0] << endl;
	cout << list + 1 << '₩t' << list[1] << endl;
	cout << list + 2 << '₩t' << list[2] << endl;

	int* begin = list;
	int* end = list + 3;
	print(begin, end);

	return 0;
}
```



2.

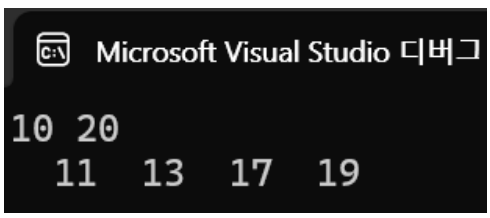
```
#include <iostream>
#include <vector>
#include <iomanip>
using namespace std;
using Matrix = vector<vector<int>>;

void print(const Matrix& mat) {
	// vector index를 이용한 for 문 작성
	/*
	for (unsigned row = 0; row < mat.size(); row++) {
		for (unsigned col = 0; col < mat[row].size(); col++) {
		//mat.at(row).at(col);
			cout << setw(4) << mat[row][col];
		}
		cout << endl;
	}
	*/

	// vector 원소를 이용한 for 문 작성
	/*
	for (vector<int> row : mat) {
		for (int col : row) {
			cout << setw(4) << col;
		}
		cout << endl;
	}
	*/

	//유추 가능한 경우, 자료형 부분을 auto로 치환가능
	// vector<int> row = mat[0];
```

```
		//   ==      auto row = mat[0];
		// auto와 벡터 원소를 이용하여 for문 구현
		for (auto row : mat) {
			for (int col : row) {
				cout << setw(4) << col;
			}
			cout << endl;
		}
}
int main() {
		// 2 x 3 matrix
		// vector<vector<int>> mat(2, vector < int>(3) );
		Matrix mat{ { 1, 2, 3 }, { 4, 5, 6 } };
		mat[0][0] = 1;
		mat[0][1] = 2;
		mat[0][2] = 3;
		mat[1][0] = 4;
		mat[1][1] = 5;
		mat[1][2] = 6;

		print(mat);

		return 0;
}
```

3.

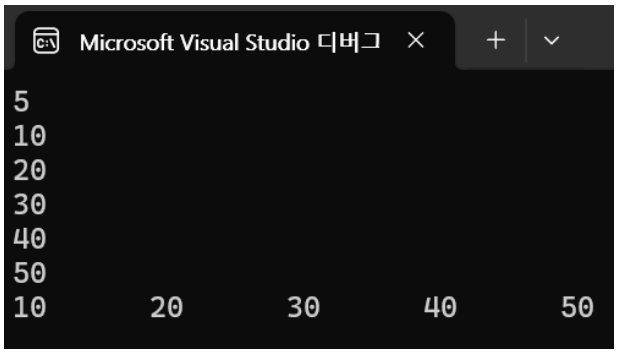
```
#include <iostream>
#include <vector>
#include <iomanip>
using namespace std;
```

```
//소수 : 1과 자기자신을 제외하고는 약수가 없는 1보다 큰 정수
bool is_prime(int n) {
	if (n < 2)
		return false;
	for (int i = 2; i < n; i++)
		if (n % i == 0)
			return false; // n을 i로 나눈 나머지가 0이면 false를 리턴
	return true;
}

vector<int> primes(int low, int high) {
	vector<int> result;
	for (int i = low; i <= high; i++)
		if (is_prime(i))
			result.push_back(i); // 소수이면 (is_prime이 참이면) 뒤에 push
	return result;
}

void print(const vector<int>& v) {
	for (int elem : v) //vector index가 아닌 원소를 이용한 for문
		cout << setw(4) << elem;
	cout << endl;
}

int main() {
	int low, high;
	cin >> low >> high;
	vector<int> vec = primes(low, high);
	print(vec);

	return 0;
}
```



4.

```
#include <iostream>
#include <vector>
using namespace std;

//정적 배열(static array):프로그램 실행중 크기가 고정되어 변경 불가
//동적 배열(dynamic array): 프로그램 실행중(run time) 할당/해제가 가능
int main() {
	const int size = 3;
	int list[size] = { 10, 20, 30 };
	int length = 3;
	cin >> length; // 키보드로부터 배열의 크기를 입력받음
	int* list2 = new int[length]; //동적 배열 선언
	// double* list2 = new double[length]

	int* begin = list2;
	int* end = list2 + length;

	for (int* curr = begin; curr != end; curr++)
		cin >> *curr;

	for (int* curr = begin; curr != end; curr++)
		cout << *curr << '₩t';
	cout << endl;

	delete [] list2; //할당 해제

	return 0;
}
```

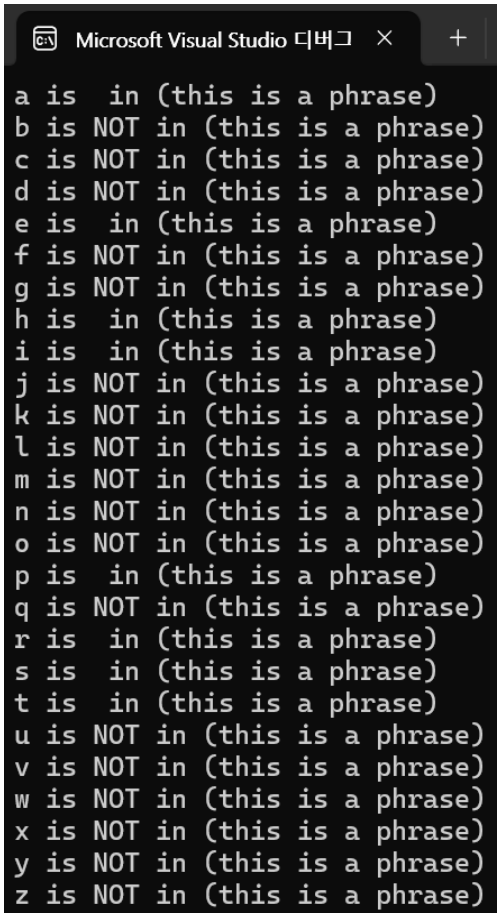


5.

```
#include <iostream>
#include <vector>
using namespace std;

void print(int** m, int nRow, int nCol) {
	for (int i = 0; i < nRow; i++) {
		for (int j = 0; j < nCol; j++)
			cout << m[i][j] << '₩t';
		cout << endl;
	}//2중 for문과 index를 이용하여 배열 원소 출력 - 구분자 : '₩t'
}

int main() {
	int nRow = 2, nCol = 2;
	int** matrix2;
	matrix2 = new int*[nRow]; // 동적배열 선언(행기준)
	for (int i = 0; i < nRow; i++)
		matrix2[i] = new int[nCol]; // 동적배열 선언(열기준)

	matrix2[0][0] = 1; matrix2[0][1] = 2;
	matrix2[1][0] = 3; matrix2[1][1] = 4;

	print(matrix2, nRow, nCol);

	for (int i = 0; i < nRow; i++)
		delete[] matrix2[i];

	delete[] matrix2;

	return 0;
}
```

6.

```
# include <iostream>
# include <vector>
using namespace std;

bool found_char(const char* s, char ch) {
	int i = 0;
	while (true) {
		if (s[i] == ch)
			return true;
		else if (s[i] == '₩0')
			return false;
		i++;
	}// s와 ch 만으로 (s,s+1, ...)에 ch가 있는지 true/false return
}
int main() {
	//			012345(6)
	const char* phrase = "this is a phrase";// ch[]
	// phrase(₩0)==NULL

	for (char ch = 'a'; ch <= 'z'; ch++) { // 'a' == 65, 'z' == 97
		cout << ch << " is ";
		if (!found_char(phrase, ch))
			cout << "NOT";
		cout << " in (" << phrase << ")" << endl;
	}

	return 0;
}
```



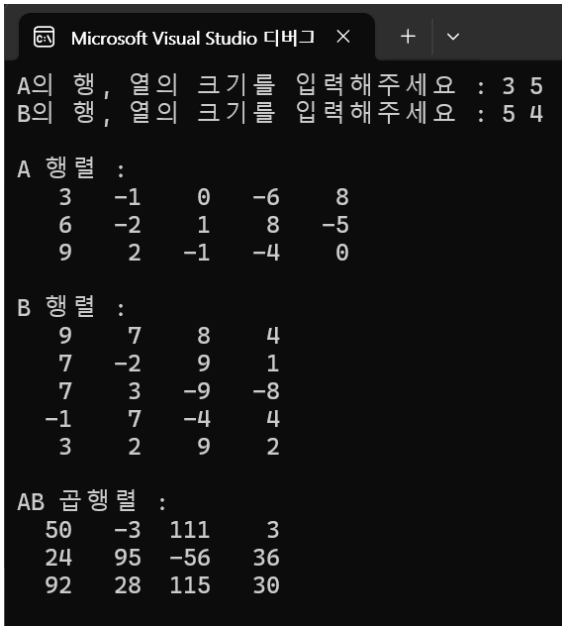
<응용문제>_____

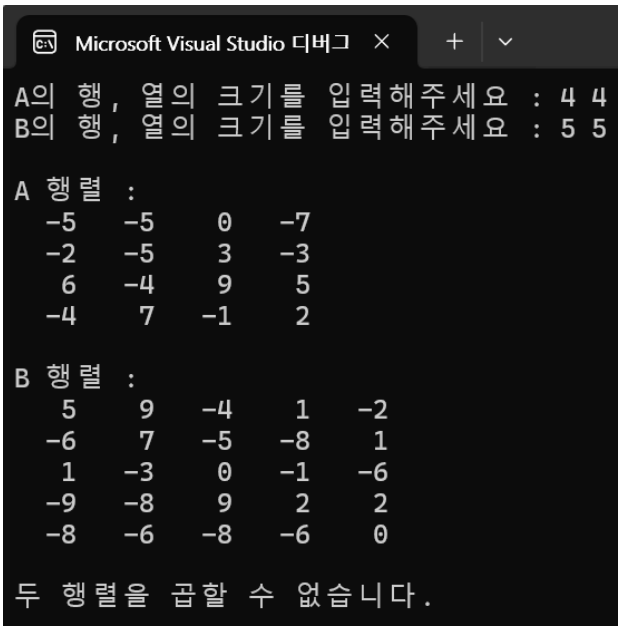
1.

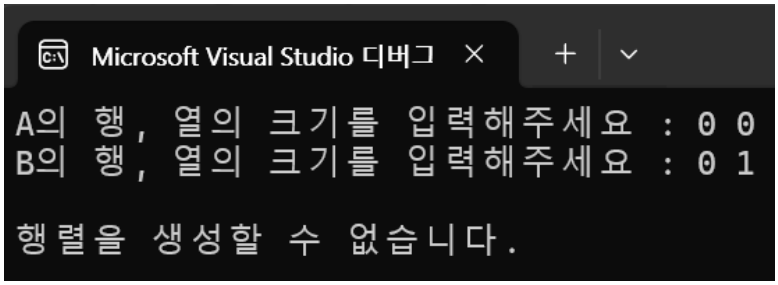
```
#include <iostream>
#include <random>
#include <vector>
#include <iomanip>
using namespace std;
void matrix(vector<vector<int>>& s, int a, int b) {
	random_device r;
	mt19937 gen(r());
	uniform_int_distribution<> dist(-9, 9);
	for (int i = 0; i < a; i++) {
		for (int j = 0; j < b; j++)
			s[i][j] = dist(gen);
	}
}
```

```
void print(vector<vector<int>>& s) {
	for (auto r : s) {
		for (int elem : r) {
			cout << setw(4) << elem << ' ';
		}
		cout << endl;
	}
	cout << endl;
}
void mulmatrix(vector<vector<int>>& AB, vector<vector<int>> A, vector<vector<int>> B) {
	int s = 0;
	for (unsigned int k = 0; k < A.size(); k++) {
		for (unsigned int i = 0; i < B[0].size(); i++) {
			for (unsigned int j = 0; j < A[0].size(); j++) {
				s += A[k][j] * B[j][i];
			}
			AB[k][i] = s;
			s = 0;
		}
	}
}
int main() {
	int ar, ac, br, bc;
	cout << "A의 행, 열의 크기를 입력해주세요 : ";
	cin >> ar >> ac;
	cout << "B의 행, 열의 크기를 입력해주세요 : ";
	cin >> br >> bc;
	cout << endl;
	vector<vector<int>> A(ar, vector<int>(ac)), B(br, vector<int>(bc)), AB(ar, vector<int>(bc));
	if (ar * ac * br * bc == 0) {
		cout << "행렬을 생성할 수 없습니다." << endl;
		return 0;
	}
	matrix(A, ar, ac);
	matrix(B, br, bc);
	matrix(AB, ar, bc);
	cout << "A 행렬 : " << endl;
	print(A);
	cout << "B 행렬 : " << endl;
	print(B);
```

```
    if (ac != br) {
        cout << "두 행렬을 곱할 수 없습니다." << endl;
        return 0;
    }
    mulmatrix(AB, A, B);
    cout << "AB 곱행렬 : " << endl;
    print(AB);
}
```



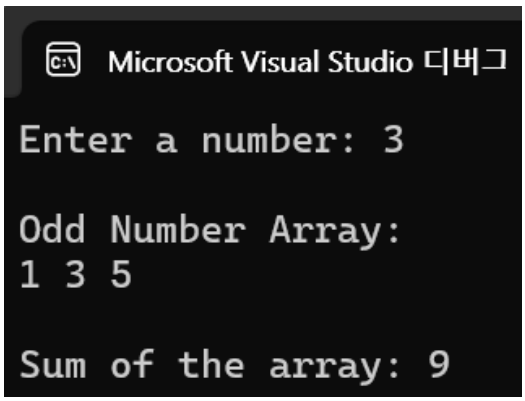


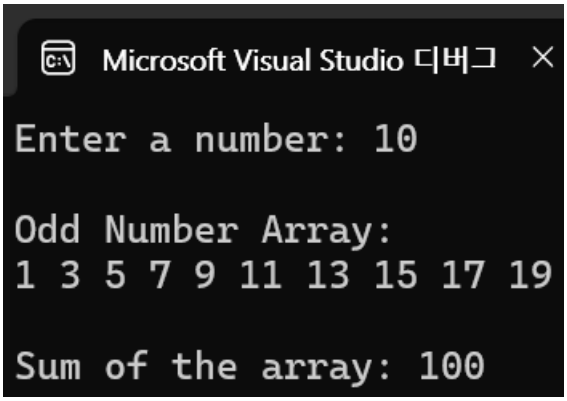


2.

```
#include <iostream>
using namespace std;

int* make_arr(int n) {
        int* a = new int[n];
        for (int k = 0; k < n; k++) {
```

```
                a[k] = 2 * (k + 1) - 1;
        }
        return a;
}
void print_arr(int* a, int n) {
        cout << "₩nOdd Number Array:" << endl;
        for (int i = 0; i < n; i++) {
                cout << a[i] << " ";
        }
        cout << endl;
}
int sum_arr(int* a, int n) {
        int s = 0;
        for (int i = 0; i < n; i++) {
                s += *(a+i);
        }
        return s;
}

int main() {
        int n;
        cout << "Enter a number: ";
        cin >> n;

        int* arr = make_arr(n);
        print_arr(arr, n);

        int sum = sum_arr(arr, n);
        cout << "₩nSum of the array: " << sum << endl;

        delete[] arr;
        return 0;
}
```

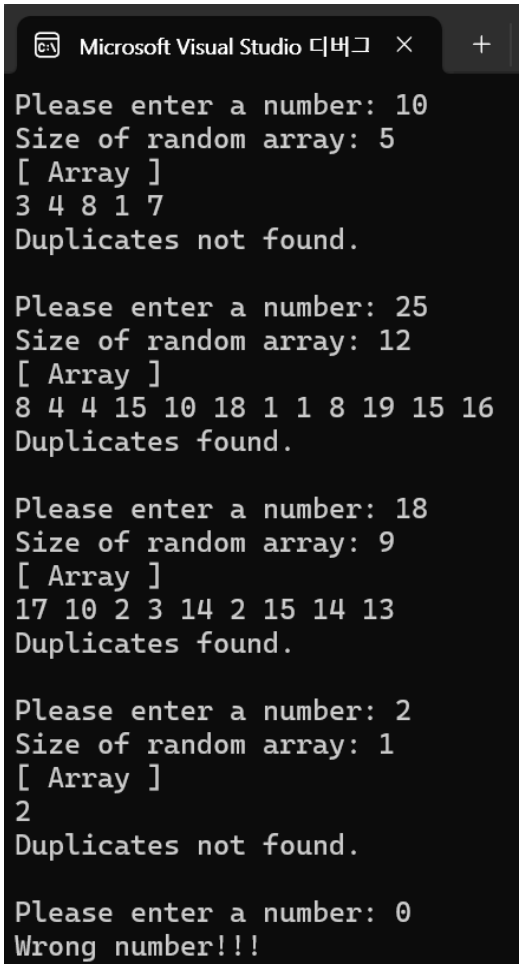




3.

```
#include <iostream>
#include <random>
#include <string>
#include <vector>
#include <set>
using namespace std;

int main() {
	while (true) {
		int n;
		cout << "Please enter a number: ";
		cin >> n;
		if (n < 2) {
			cout << "Wrong number!!!";
			break;
		}
		cout << "Size of random array: " << (n / 2) << endl;
		cout << "[ Array ]" << endl;
		random_device r;
		mt19937 gen(r());
		uniform_int_distribution<> dist(1, n);
		int* a = new int[(n / 2)];
		for (int k = 0; k < (n / 2); k++) {
			a[k] = dist(gen);
		}
		set<int> p(a, a + (n / 2));
		for (int k = 0; k < (n / 2); k++) {
```

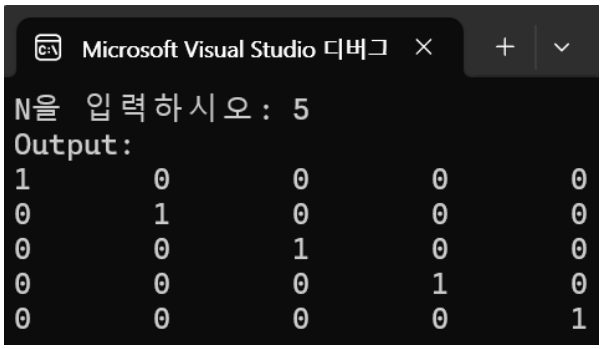
```
                cout << a[k] << ' ';
            }
            cout << endl;
            if (p.size() == (n / 2)) {
                cout << "Duplicates not found." << endl << endl;;
                delete[] a;
                continue;
            }
            else {
                cout << "Duplicates found." << endl << endl;;
                delete[] a;
                continue;
            }
        }
}
```

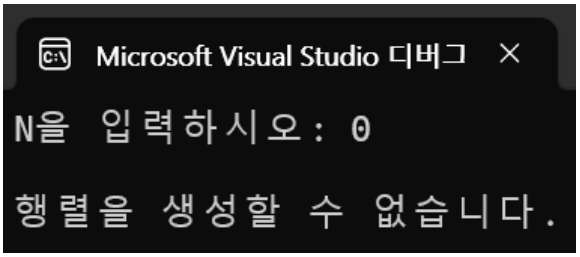


4.

```
#include<iostream>
#include<iomanip>
using namespace std;

int** buildTable(int n) {
	int** a = new int* [n];
	for (int i = 0; i < n; i++) {
		a[i] = new int[n];
		for (int j = 0; j < n; j++)
			a[i][j] = 0;
	}
	return a;
}
void make_identity_matrix(int** table, int n) {
	for (int i = 0; i < n; i++) {
		table[i][i] = 1;
	}
}

void printTable(int** table, int n) {
	for (int i = 0; i < n; i++) {
		for (int j = 0; j < n-1; j++)
			cout << table[i][j] << setw(8);
		cout << table[i][n-1] << endl;
	}
}

int main() {
	int n = 0;
	cout << "N을 입력하시오: ";
	cin >> n;
	if (n < 1) {
		cout << "₩n행렬을 생성할 수 없습니다.₩n" << endl;
		exit(EXIT_FAILURE);
	}
	cout << "Output: " << endl;
	int** table = buildTable(n);
	make_identity_matrix(table, n);
```

```
        printTable(table, n);
        for (int i = 0; i < n; i++)
                delete[] table[i];
        delete[] table;
        return 0;
}
```

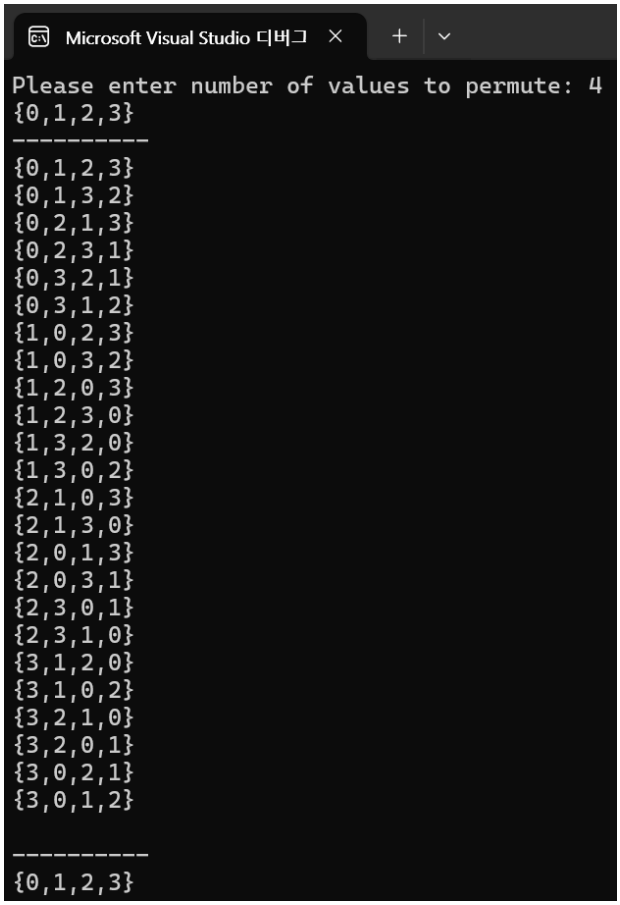




5.

```
#include <iostream>
#include <vector>
using namespace std;

void print(const std::vector<int>& a) {
    int n = a.size();
    std::cout << "{";
    if (n > 0) {
        std::cout << a[0];
        for (int i = 1; i < n; i++)
            std::cout << ',' << a[i];
    }
    std::cout << "}";
}

void swap(int& a, int& b) {
    int temp = a;
    a = b;
    b = temp;
}
```

```
void permute(vector<int>& a, int begin, int end) {
	if (begin == end) {
		print(a);
		cout << endl;
	}
	else {
		for (int i = begin; i <= end; i++) {
			swap(a[begin], a[i]);
			permute(a, begin + 1, end);
			swap(a[begin], a[i]);
		}
	}
}

int main() {
	// Get number of values from the user
	std::cout << "Please enter number of values to permute: ";
	int number;
	std::cin >> number;
	// Create the vector to hold all the values
	std::vector<int> list(number);
	// Initialize the vector
	for (int i = 0; i < number; i++)
		list[i] = i;
	// Print original list
	print(list);
	std::cout << "₩n----------₩n";
	// Print all the permutations of list
	permute(list, 0, number - 1);
	std::cout << "₩n----------₩n";
	// Print list after all the manipulations
	print(list);
}
```


Microsoft Visual Studio 디버그
Please enter number of values to permute: 4
{0,1,2,3}

{0,1,2,3}
{0,1,3,2}
{0,2,1,3}
{0,2,3,1}
{0,3,2,1}
{0,3,1,2}
{1,0,2,3}
{1,0,3,2}
{1,2,0,3}
{1,2,3,0}
{1,3,2,0}
{1,3,0,2}
{2,1,0,3}
{2,1,3,0}
{2,0,1,3}
{2,0,3,1}
{2,3,0,1}
{2,3,1,0}
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{3,0,2,1}
{3,0,1,2}

{0,1,2,3}