

# Introduction to Programming(1)

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# 들어가기에 앞서

- 왜 영어인가?
  - 프로그래밍 언어와 관련, 전세계에서 영어를 씁니다(코드는 모두 영어니까요!)
  - 우리나라 실무에도 예외가 아닙니다.
- Ex) 정렬(우리도 못 알아들음) -> Sorting
  - 그래서 영어에 좀 익숙해지자는 의미...

# Our First Program

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

```
Hello, World!
```

# Let's Take a Deeper look...

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

Hello, World!

Press Enter to  
run the program

Returned(Printed) Result –  
반환된 결과값

Something you want  
to print!!

Do Print Something

It's really like playing with LEGO blocks.

# Examples

```
>>> print (2+2)
```

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```
>>> print("설마 될까?" + 2)
```

Traceback (most recent call last):

File "<pyshell#2>", line 1, in <module>

print("설마 될까?" + 2)

TypeError: must be str, not int

# Errors

- It means a computer can't run the program
- In that case, a compiler will tell you where and why it couldn't run the code, so you can simply(?) fix it...
- Do not fear errors – All programmers(Even extraordinary talented) always fail to run their program in their first try.

# Bugs

- Assume you want to make a program that shows what  $(2+2*2)$  is
- And you typed the code :

```
>>> print((2+2)*2)
```

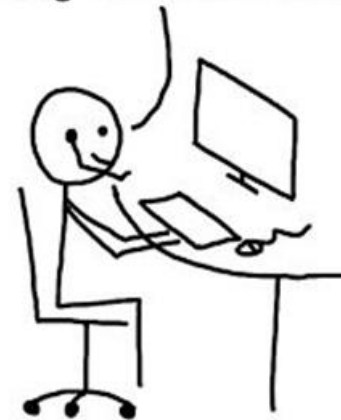
8

- This is a bug; It means the program runs without errors, but the result isn't exactly what you wanted.

If you build it, they will come



Yeah, I'm just  
writing the code now.



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Arrrrrrrrgh!!!!



# Next topics

- Variables
- Functions