

C/C++ 프로그래밍 실습(2)

학과 : 산업인공지능학과

학번 : 2020254016

이름 : 박민우

예제 1. 포인터 선언 및 활용

The screenshot shows a Visual Studio IDE with a C++ file named `programming_2.cpp`. The code defines a `main` function that declares variables `n` (int), `c` (char), and `d` (double). It then declares pointers `p`, `q`, and `r` and assigns them the addresses of `n`, `c`, and `d` respectively. The program prints the values stored at these memory locations. The output window shows the following results:

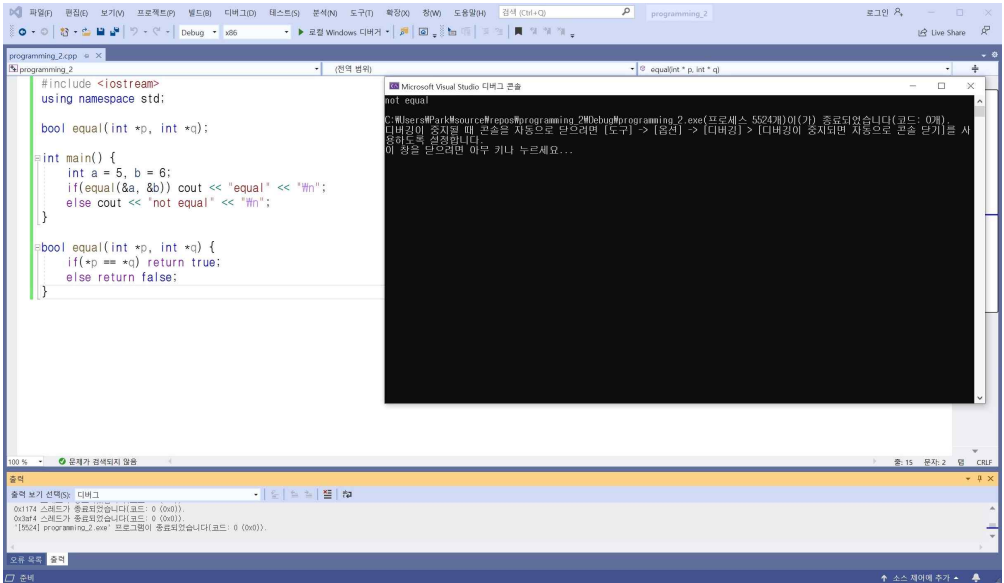
```
25 25
A A
3.14 3.14
35
```

예제 2. 포인터로 배열 접근

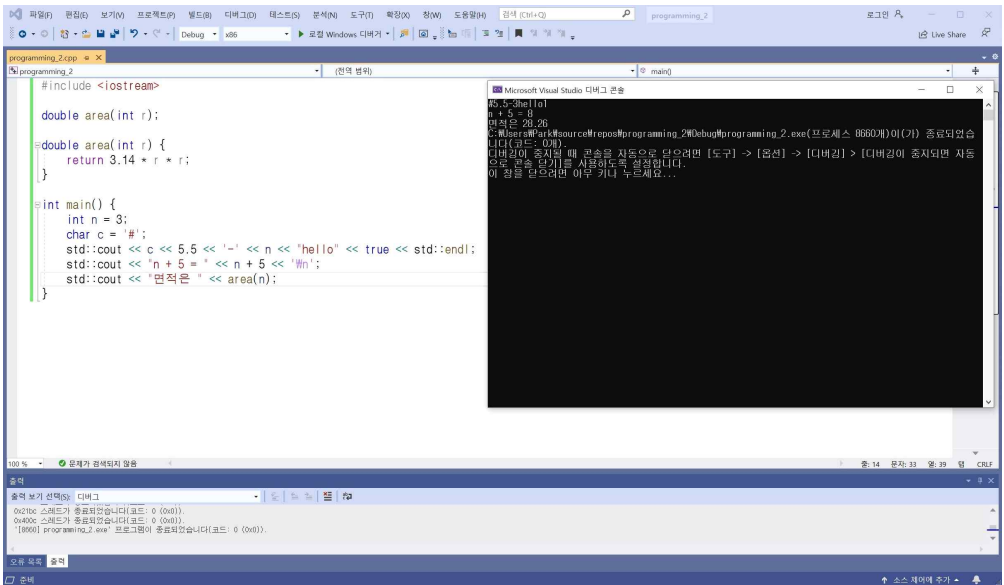
The screenshot shows a Visual Studio IDE with a C++ file named `programming_2.cpp`. The code defines a `main` function that declares an array `n` of size 10, an integer `i`, and a pointer `p`. It uses a `for` loop to calculate values for `n` based on the formula $n[i] = i * 3$. Then, it uses pointer `p` to access and print the values of `n`. Finally, it prints the values of `n` directly using the array name. The output window shows the following results:

```
0 3 6 9 12 15 18 21 24 27
2 5 8 11 14 17 20 23 26 29
```

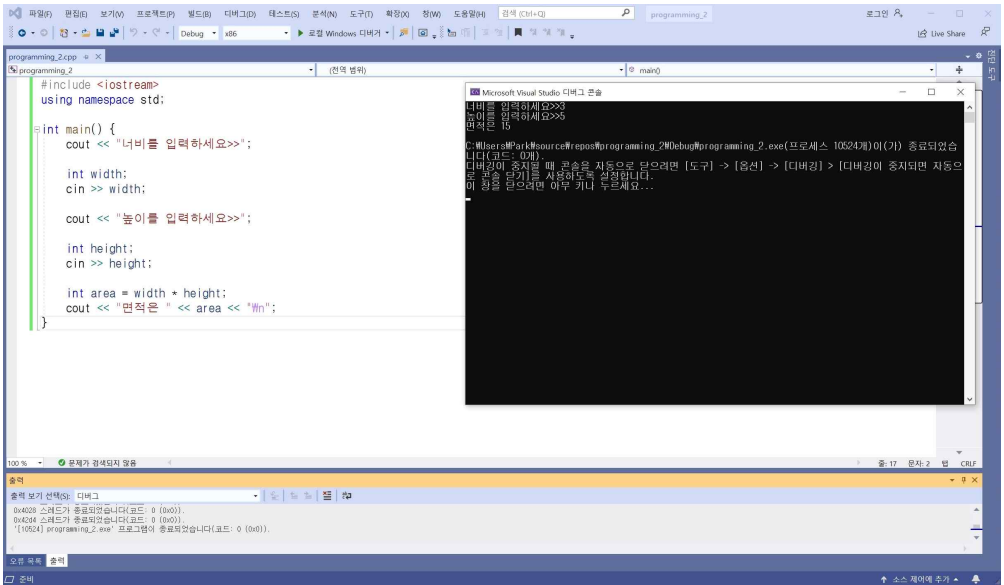
예제 3. 포인터를 매개 변수로 전달받는 함수



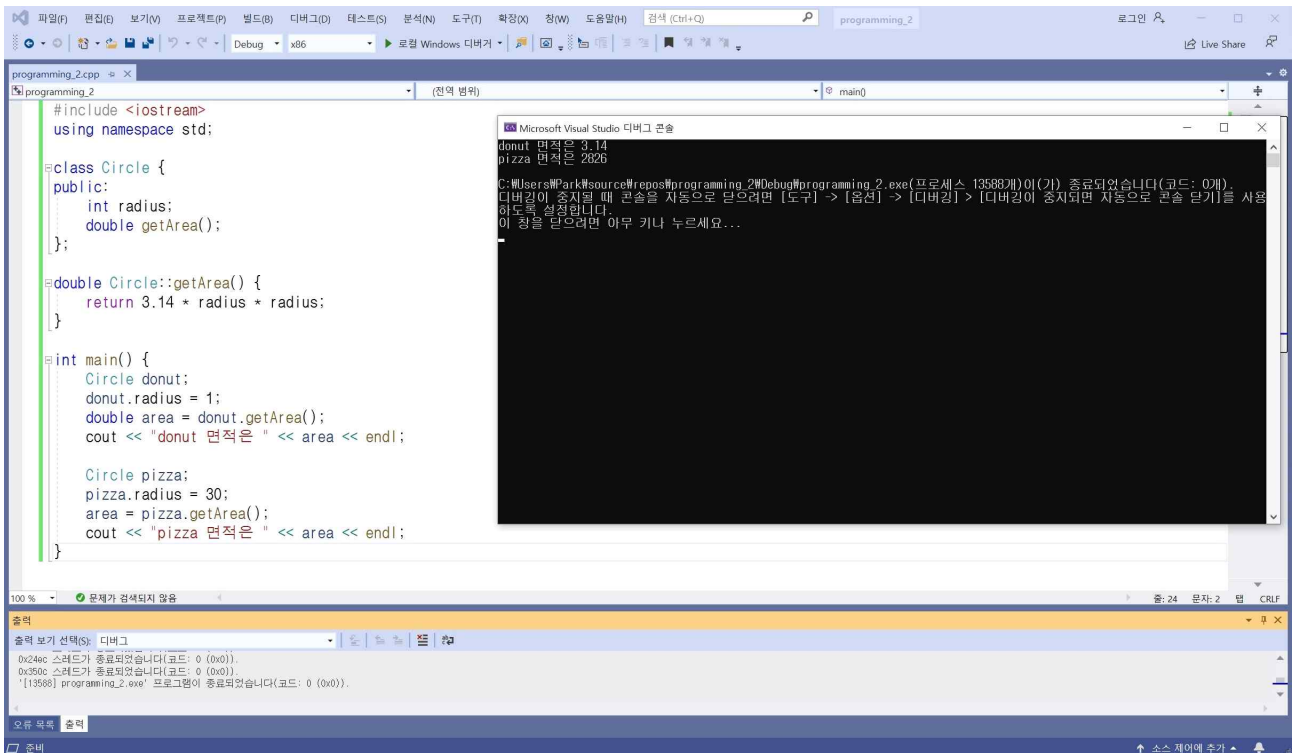
예제 4. cout과 <<를 이용한 화면 출력



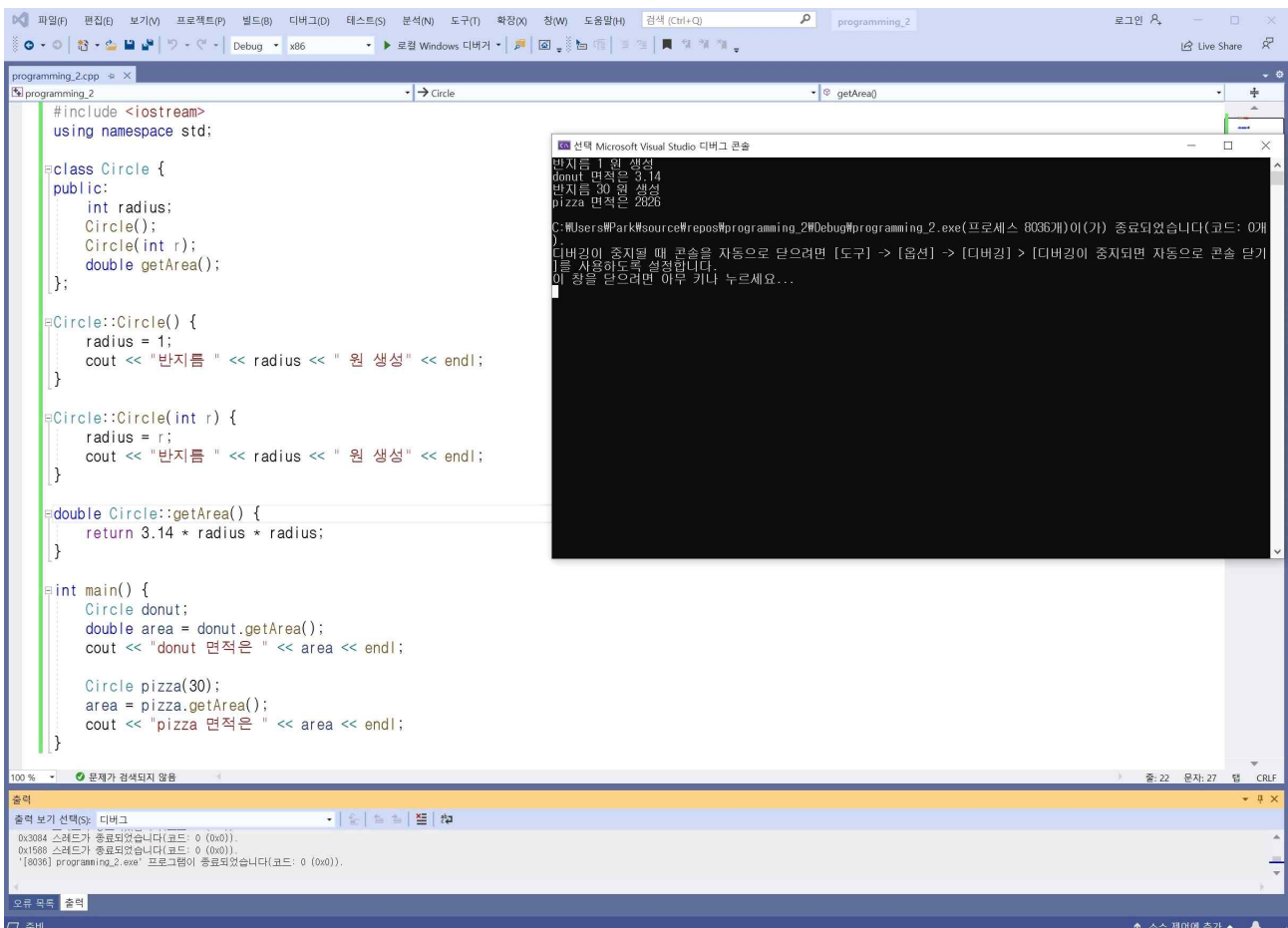
예제 5. C++ 프로그램에서 키 입력 받기



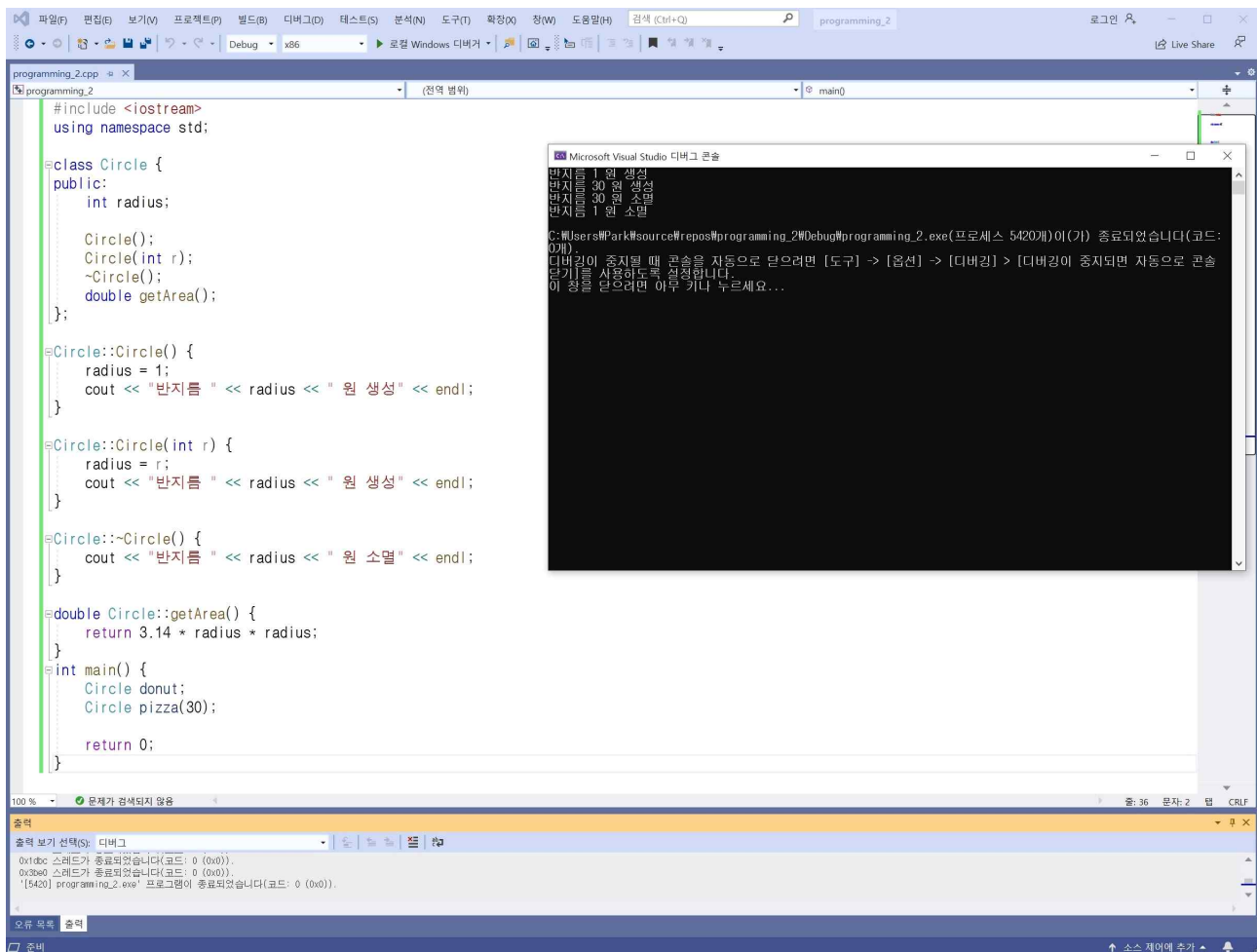
예제 6. Circle 클래스의 객체 생성 및 활용



예제 7. 2개의 생성자를 가진 Circle 클래스



예제 8. Circle 클래스에 소멸자 작성 및 실행



예제 9. 객체 포인터 선언 및 활용

