# **Fastcampus**

**Computer Science Extension School** 

Python Basic\_Day4

# **Review**

- String
- List
- Tuple
- Conditional Statement

# Dictionary, Set

### dictionary의 선언

```
dict1 = {}
print(dict1)
```

## dictionary는 key와 value로 이루어져 있으며, 추가하는 법은 다음과 같 습니다.

```
dict1 = {'name': 'foo bar'}
print(dict1)
dict1 = {'korean': 95, 'math': 100, 'science': [80, 70, 90, 60]}
print(dict1)
dict1['english'] = "pass"
print(dict1)
```

### 요소 삭제는 del을 활용합니다.

```
del dict1['math']
    print(dict1)
fastcampus Computer Science Extension School, Wooyoung Choi, 2018
```

### key를 활용해 value를 출력하는 법을 알아봅시다.

print(dict1['korean'])

key만 출력하는 법을 알아봅시다.

print(dict1.keys())

value만 출력할땐 이렇게 합니다.

print(dict1.values())

key와 value를 함께 출력합니다.

print(dict1.items())

# **Small Quiz**

A = 'fastcampus'

B = 'python'

 $A \cup B$ 

 $A \cap B$ 

A-B

 $A \Delta B$ 

### Set

- 수학 집합 연산을 쉽게 하기 위해 만든 자료형
- 순서없음
- 중복없음

### Set

#### Set 선언

```
ppap = {'pen', 'apple', 'pineapple', 'pen'}
print(ppap)

'apple' in ppap
'applepen' in ppap

pineapple = set('pineapple')
pineapple
```

### Set

A = set('fastcampus')

B = set('python')

$$A \cup B == A \mid B$$

$$A \cap B == A \& B$$

$$A - B == A - B$$

$$A \triangle B == A \land B$$

# For, while

```
for 변수 in (리스트 or 문자열):
실행문1
•••
```

```
for i in ["python", "java", "golang"]:
    print(i)
```

# For, while

```
sum = 0
for i in range(1,11):
        sum += i
    sum = sum + i
    print(sum)
```

## For, while

```
while 조건:
실행문1
•••
```

```
while name != "foo bar":
    name = input("What's your name? ")
    print("Hi, " + name + "So, where is foo bar?")
```

```
while 1:
    print("Hello world!")
```

### **Fizzbuzz**

1부터 100까지 반복

3의 배수 = "Fizz"

5의 배수 = "Buzz"

15의 배수 = "FizzBuzz"

나머지 = 그 숫자

### **Fizzbuzz**

```
num = eval(input("type the number: "))

for i in range(1, num + 1):
    if i % 15 == 0:
        print("fizzbuzz")
    elif i % 3 == 0:
        print("fizz")
    elif i % 5 == 0:
        print("buzz")
    else:
        print(i)
```

# Refactoring numguess

```
import random
answer = random.randint(1,100)
username = input("Hi there, What's your name?? ")
while True:
        guess = eval(input("Hi "+ username + ", guess the number
        if guess == answer:
                print("Correct! The answer was ", str(answer))
                break
        else:
                print("That's not what I wanted!! Try again!!")
```

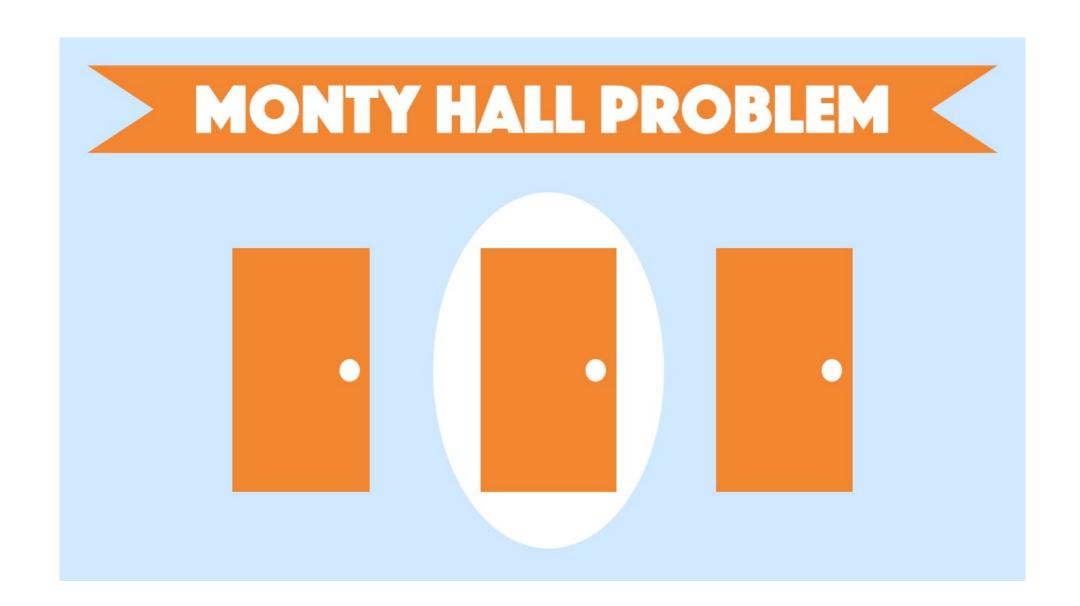
## give a hint!!

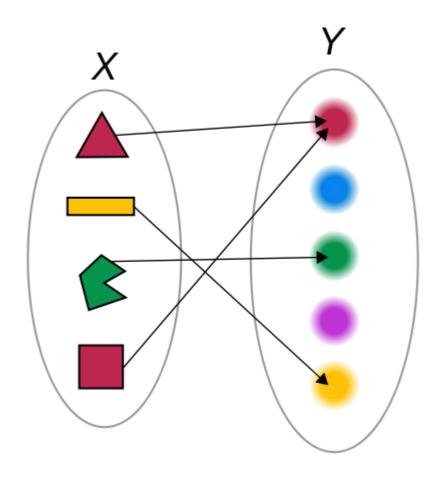
```
import random
answer = random.randint(1,100)
username = input("Hi there, What's your name?? ")
while True:
    guess = eval(input("Hi, "+ username + "guess the number: "))
    if guess == answer:
        print("Correct! The answer was ", str(answer))
        break
    elif guess > answer:
        print("Too high!! Try again!!")
    elif guess < answer:</pre>
        print("Too Low!! Try again!!")
```

#### limit trial

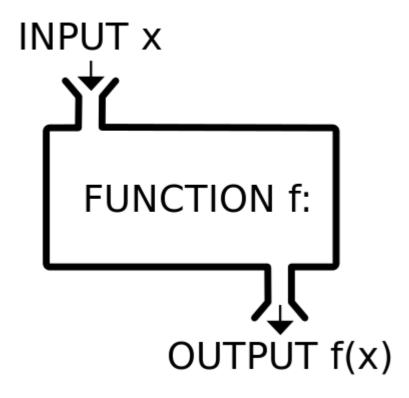
```
import random
answer = random.randint(1,100)
username = input("Hi there, What's your name?? ")
trial = 5
while trial:
    guess = eval(input("Hi, "+ username + ". guess the number:
    if guess == answer:
        print("Correct! The answer was ", str(answer))
        break
    elif guess > answer:
        trial -= 1
        print("Too high!! Try again!!(%d times left)" % (trial))
    elif guess < answer:</pre>
        trial -= 1
        print("Too Low!! Try again!!(%d times left)" % (trial))
if trial == 0:
    print("You are Wrong! The answer was ", str(answer))
```

# **Monty Hall Problem**





- 수학적 정의: 첫 번째 집합의 임의의 한 원소를 두 번째 집합의 오직 한 원소에 대응시키는 대응 관계
- x: 정의역 y: 공역



• 프로그래밍에서의 함수: 입력값을 내부에서 어떤 처리를 통해 결과값을 출 력하는 것

```
def function(parameter):
실행문1
실행문2
return output
```

```
def awe_sum(a,b):
    result = a + b
    return result

a = 2
b = 3
print(awe_sum(a,b))
```