

201700949 설재혁

In [75]:

```
from IPython.core.interactiveshell import InteractiveShell
InteractiveShell.ast_node_interactivity = "all"

# 1번
odd_numbers = [x for x in range(11) if x%2 != 0]
odd_squares = [y * y for y in odd_numbers]

odd_numbers
odd_squares
```

Out[75]:

```
[1, 3, 5, 7, 9]
```

Out[75]:

```
[1, 9, 25, 49, 81]
```

In [76]:

```
# 2번
from collections import Counter

text = ["never", "never", "never", "give", "up"]
result = Counter(text)

result
```

Out[76]:

```
Counter({'never': 3, 'give': 1, 'up': 1})
```

In [77]:

3번

```
class Point:
    def __init__(self, x, y):
        self.x = x
        self.y = y

    def setX(self, x):
        self.x = x

    def setY(self, y):
        self.y = y

    def get(self):
        return self.x, self.y

    def move(self, dx, dy):
        self.x += dx
        self.y += dy
```

```
point = Point(3,3)
point.get()
point.setX(5)
point.get()
point.setY(5)
point.get()
point.move(-3,5)
point.get()
```

Out[77]:

(3, 3)

Out[77]:

(5, 3)

Out[77]:

(5, 5)

Out[77]:

(2, 10)

In [78]:

```
# 4번
list1 = ['x', 'y', 'z']
list2 = [1,2,3]
list3 = list()
list1 = tuple(list1)
list2 = tuple(list2)

list3.append(list1)
list3.append(list2)
list3

temp_list1, temp_list2 = [i for i in list3]
list4 = list(temp_list1)
list5 = list(temp_list2)
list4
list5
```

Out[78]:

```
[('x', 'y', 'z'), (1, 2, 3)]
```

Out[78]:

```
['x', 'y', 'z']
```

Out[78]:

```
[1, 2, 3]
```

In [79]:

```
# 5번
import random

random.seed(10)
print(random.random())
random.seed(10)
print(random.random())
random.seed(16)
print(random.random())
random.seed(16)
random.randrange(16)
random.seed(16)
random.randrange(16)
random.randrange(1,6)
up_to_ten = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
random.shuffle(up_to_ten)
print(up_to_ten)
```

```
0.5714025946899135
0.5714025946899135
0.36152277491407514
```

Out[79]:

11

Out[79]:

11

Out[79]:

4

```
[9, 10, 3, 6, 1, 4, 2, 7, 5, 8]
```

In []: