C Programming (W10)

Welcome!!

Please check attendance individually.

(Mobile App)

Things to do today

01 Notice & Key concept :

02 Lecture Notes (Ch.10, Ch.12)
- Array, String

03 Homework : Codyssey P1-Q3, P1-Q4, P2-Q1, P2-Q2, P2-Q3 (1st ~ 6th)
~ 6/22

Attendence

If you are 15 minutes late for class, the attendance system will automatically check for absence.

In the future, when requesting correction of an attendance system error, correction will not be made unless you prove your attendance time. (e.g., login time, time capture, etc.)

* Grades are determined based on relative evaluation.

Course evaluation

Course evaluation	Distribution of points	Note
Attendance	20 points	-1 point per absence
Codyssey	30 points	10 essential problems: 3 point per a problem (Q.2 ~ 11)
	Extra points	9 optional problems: 0.5 point per a problem (Q.12 ~ 20)
	10 points	Contribution (Peer evaluation & review)
Practice & Quiz	20 points	Practice: Every class (2 ~ 5 practices) - send an email by the same day with screen capture of results Quiz: In class, depends on schedule
Final exam	20 points	Open book
Total	**100**	*** if complete Codyssey 80 problems: A+**

* Mac: Command (⌘) + Shift + 4
* Windows ⅁ + Shift + S

* Grades are determined based on relative evaluation.

The number of questions is the same, but the question items may change.

Subproject	SLearning Course	Problem		Essential
Step 1: Audition for Cody Enter	**Process 1:** Wasteland with Value, Magratea (Standard Input/Output)	01 Question 1 Introduce myself		X
		02 Question 2 Project Kick-Off!	1	O
		03 Question 3 Children who became Milliways candidates	2	O
		04 Question 4 Who will choose the one who will hold the key to destiny?	3	O
Step 2: 8-Step Training Program	**Process 2:** Sprouts Blooming in the Wasteland (Multidimensional Arrays)	01 Question 1 8-step training program	4	O
		02 Question 2 Dumbass, the problem is physical strength!	5	O
		03 Question 3 My Basic Workout Routine	6	O
	Process 3: Wounds Heal in the Gardener's Hands (Structures)	01 Question 1 A Fight with Yourself	7	O
		02 Question 2 Facing Trauma	8	O
		03 Question 3 There is No Way to Escape Your Own Ghosts	9	O
	Process 4: Temperature of Language (Pointers)	01Question 1 How Good is My Korean?	10	O
		02 Question 2 Consonants and Vowels		X
		03 Question 3 Basic Grammar Learned through Puzzles		X
	Process 5: Temperature of Sound (Function Pointers, Pointer Operations)	01 Question 1 Facing the Present		X
		02 Question 2 Finding My Voice		X
		03 Question 3 Those Who Realized the Principle		X
	Process 6: A Body Like Dry Firewood is Reborn (File Input/Output)	01 Question 1 Body and Mind Separately		X
		02 Question 2 Surrendering Your Body to the Pattern		X
	Process 7: I'm Not the Same as I Was Yesterday (Dynamic Memory Allocation)	01 Question 1 People Make People		X
	Process 9: The Distance I Can Reach Out (Preprocessing, External Variables, Split Compilation)	01 Question 1 Shadow Life		X
Step 3: Debut	**Process 10:**			10

Design & Implementation

In C, conditional statements, loops, and functions are concepts necessary for design.

Arrays, pointers, and structures are technical concepts for implementing the design.

The design of a program (call flow) corresponds to the big picture (forest) of understanding and applying the program,

and the use of technical concepts corresponds to the trees necessary for more efficient and faster design implementation.

설계와 구현

c에서 조건문, 반복문, 함수는 설계를 어떻게 할것인지에 필요한 개념이다.

array, pointer, structure는 설계를 구현하기 위한 기술적 개념이다.

프로그램의 설계(call flow)는 프로그램을 이해하고 응용하는 큰그림(숲)에 해당하며,

기술적 개념의 사용은 좀 효율적이고 빠른 설계 구현에 필요한 나무에 해당한다.

See you next week!
DO NOT miss the classes