

20164389 멀티미디어공학과 브

김상엽 지음 [이지스 퍼블리싱

```
void main ( )  
{  
    Add();  
}
```

main 함수의 기계어

Add 함수의 기계어
Sub 함수의 기계어

main 함수의 기계어
Add 함수의 기계어
Sub 함수의 기계어

```
void main ( )  
{  
    Add();  
}
```

main 함수의 기계어

main 함수의 기계어
Add 함수의 기계어

Add 함수의 기계어
Sub 함수의 기계어

```
void main ( )
{
    int result1, result2, result3, result4;
    result1 = Add(2, 3); /*오류발생 */
    result2 = Sub(2, 3); /*오류발생 */
    result3 = Mul(2, 3); /*오류발생 */
    result4 = Div(2, 3); /*오류발생 */
}
```

Add, Sub, Mul, Div
함수가 있지만 기계어로
번역되어 내용을 확인할
수 없음

(MyMath.lib 파일에 있는 함수를 사용하기
위해 각 함수 원형을 선언함)

```
int Add(int value1, int value2);  
int Sub(int value1, int value2);  
int Mul(int value1, int value2);  
int Div(int value1, int value2);
```

Add, Sub, Mul, Div
함수가 있지만 기계어로
번역되어 내용을 확인할
수 없음

```
#include <stdio.h>  
#include "Mymeth.h"
```

```
#include "MyMath.h"  
#include "C:\download\MyMath.h"
```

```
#include "MyMath.h"
void main ( )
{
    int result1, result2, result3, result4;
    result1 = Add(2, 3); /*오류발생 */
    result2 = Sub(2, 3); /*오류발생 */
    result3 = Mul(2, 3); /*오류발생 */
    result4 = Div(2, 3); /*오류발생 */
}
```

(MyMath.lib 파일에 있는 함수를 사용하기 위해 각 함수 원형을 선언함)

```
int Add(int value1, int value2);
int Sub(int value1, int value2);
int Mul(int value1, int value2);
int Div(int value1, int value2);
```

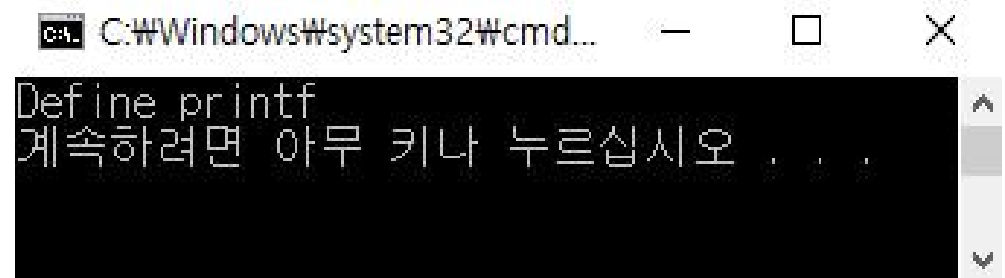
Add, Sub, Mul, Div 함수가 있지만 기계어로 번역되어 내용을 확인할 수 없음

```
#define MAX_COUNT 3
```

```
#define POW_VALUE(a) (a * a)  
int data = POW_VALUE(3);
```

```
#include <stdio.h>
#define PRINT printf("Define printf \n")

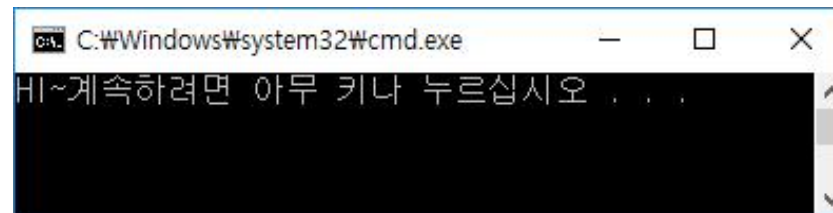
int main()
{
    PRINT;
    return 0;
}
```



The screenshot shows a Windows command prompt window with the title bar "C:\Windows\system32\cmd...". The window contains the output of the C program: "Define printf" on the first line and "계속하려면 아무 키나 누르십시오 . . ." on the second line. The text is displayed in a monospaced font on a black background.

```
#include <stdio.h>

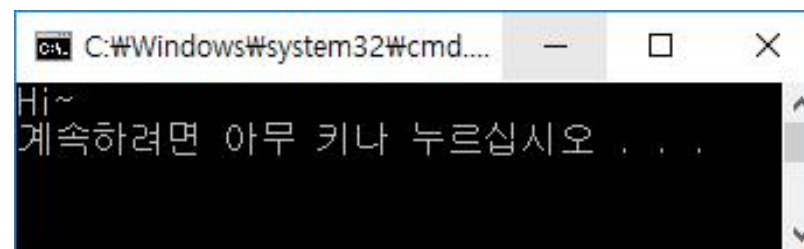
void main()
{
    putchar('H');
    putchar('I');
    putchar('~');
}
```



A screenshot of a Windows command prompt window. The title bar reads "C:\Windows\system32\cmd.exe". The command prompt shows the output of the first C program: "Hi~계속하려면 아무 키나 누르십시오 . . .". The text is displayed in a monospaced font on a black background.

```
#include <stdio.h>

void main()
{
    puts("Hi~");
}
```



A screenshot of a Windows command prompt window. The title bar reads "C:\Windows\system32\cmd....". The command prompt shows the output of the second C program: "Hi~" followed by "계속하려면 아무 키나 누르십시오 . . .". The text is displayed in a monospaced font on a black background.

```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    int data1 = 3;
```

```
    int data2 = 5;
```

```
    printf("data1 = %d, data2 = %d \n", data1, data2);
```

```
}
```

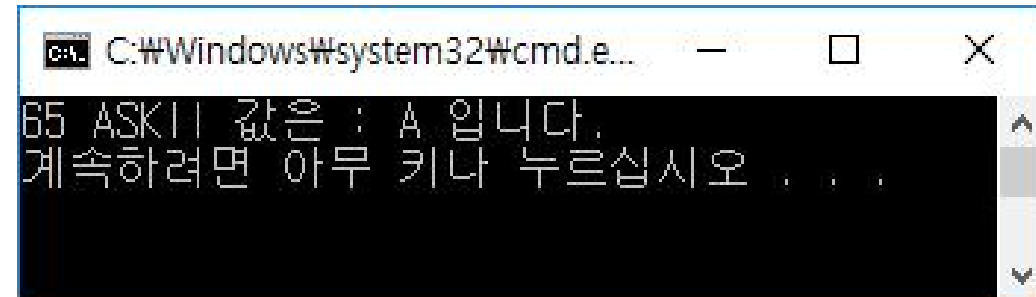
C:\Windows\system32\cmd...

data1 = 3, data2 = 5

계속하려면 아무 키나 누르십시오 . . .


```
#include <stdio.h>

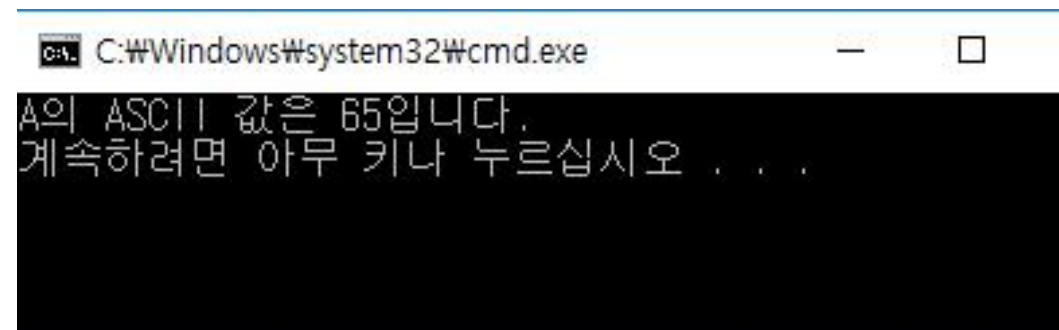
void main()
{
    printf("65 ASCII 값은 : %c 입니다. \n", 65);
}
```



A screenshot of a Windows command prompt window. The title bar shows the path "C:\Windows\system32\cmd.exe". The window has standard Windows window controls (minimize, maximize, close). The command prompt displays the output of the first C program: "65 ASCII 값은 : A 입니다." followed by a new line and "계속하려면 아무 키나 누르십시오 . . .".

```
#include <stdio.h>

void main()
{
    char data = 65;
    printf("%c의 ASCII 값은 %d입니다.\n", data, data);
}
```



A screenshot of a Windows command prompt window. The title bar shows the path "C:\Windows\system32\cmd.exe". The window has standard Windows window controls (minimize, maximize, close). The command prompt displays the output of the second C program: "A의 ASCII 값은 65입니다." followed by a new line and "계속하려면 아무 키나 누르십시오 . . .".

```
#include <stdio.h>
```

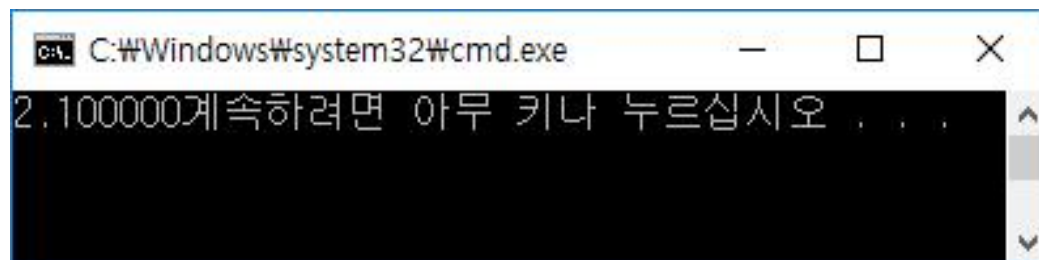
```
void main()
```

```
{
```

```
    float value = 2.1f;
```

```
    printf("%f", value);
```

```
}
```



A screenshot of a Windows command prompt window titled "C:\Windows\system32\cmd.exe". The window has standard Windows window controls (minimize, maximize, close). The output displayed is "2.100000" followed by the Korean text "계속하려면 아무 키나 누르십시오 . . ." (Press any key to continue).

```
#include <stdio.h>
```

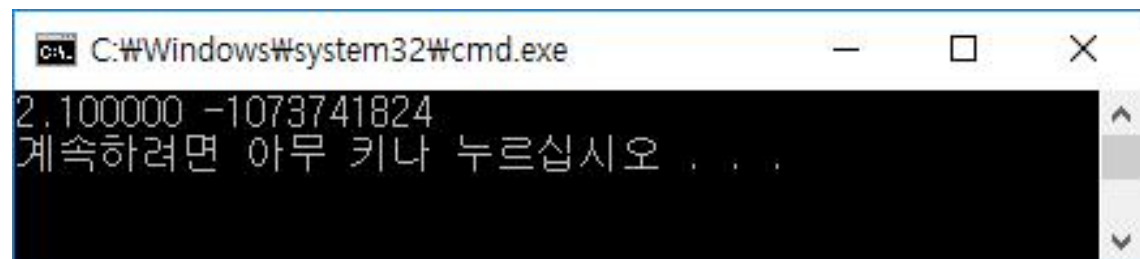
```
void main()
```

```
{
```

```
    float value = 2.1f;
```

```
    printf("%f %d \n", value, value);
```

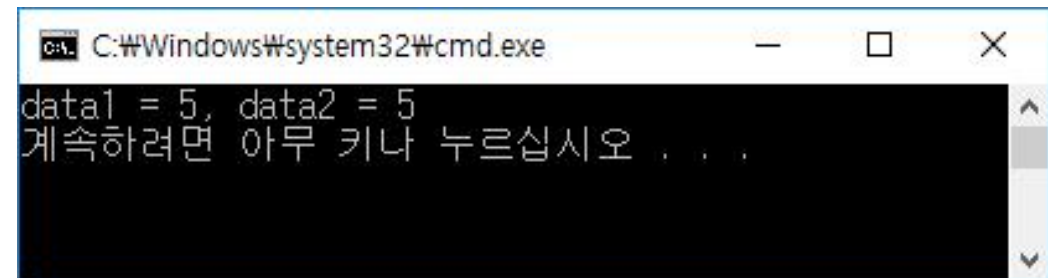
```
}
```



A screenshot of a Windows command prompt window titled "C:\Windows\system32\cmd.exe". The window has standard Windows window controls. The output displayed is "2.100000 -1073741824" followed by the Korean text "계속하려면 아무 키나 누르십시오 . . ." (Press any key to continue).

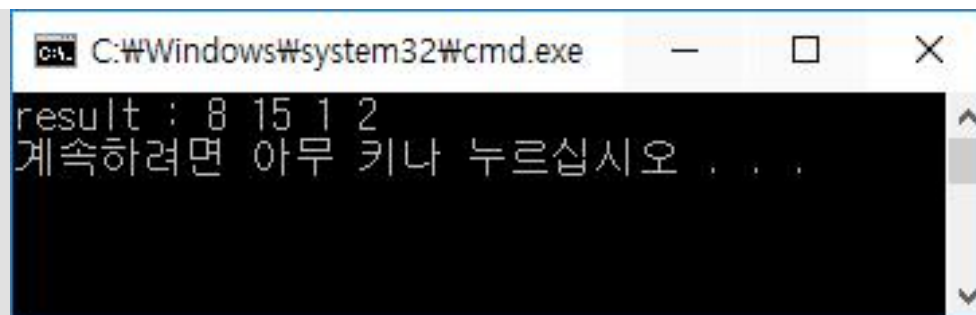

```
#include <stdio.h>

void main()
{
    int data1, data2;
    data1 = 5;
    data2 = data1;
    printf("data1 = %d, data2 = %d \n", data1, data2);
}
```



A screenshot of a Windows command prompt window. The title bar shows the path "C:\Windows\system32\cmd.exe". The window has standard Windows window controls (minimize, maximize, close). The command prompt displays the output of a C program: "data1 = 5, data2 = 5" on the first line, and "계속하려면 아무 키나 누르십시오 . . ." (Press any key to continue) on the second line. A vertical scrollbar is visible on the right side of the window.

```
void main()  
{  
    int data1 = 5, data2 = 3;  
  
    int result1 = data1 + data2;  
    int result2 = data1 * data2;  
    int result3 = data1 / data2;  
    int result4 = data1 % data2;  
  
    printf("result : %d %d %d %d \n", result1, result2, result3, result4);  
}
```



A screenshot of a Windows command prompt window. The title bar shows the path 'C:\Windows\system32\cmd.exe'. The window has standard minimize, maximize, and close buttons. The command prompt displays the output of a C program: 'result : 8 15 1 2' followed by a Korean message '계속하려면 아무 키나 누르십시오 . . .' (Press any key to continue).

```
C:\Windows\system32\cmd.exe  
result : 8 15 1 2  
계속하려면 아무 키나 누르십시오 . . .
```

전위형

```
int i = 5, sum;  
sum = ++i;
```

후위형

```
int i = 5, sum;  
sum = i++;
```

```
#include <stdio.h>

void main()
{
    int data1 = 5, data2 = 3;

    int result1 = data1 > data2;
    int result2 = data1 <= data2;
    int result3 = data1 == data2;
    int result4 = data1 != data2;

    printf("result : %d %d %d %d \n", result1, result2, result3, result4);
}
```

```
C:\Windows\system32\cmd.exe
result : 1 0 0 1
계속하려면 아무 키나 누르십시오...
```

A < B A가 B보다 작으면 참

A <= B A가 B보다 작거나 같으면 참

A == B A와 B가 같으면 참

A > B A가 B보다 크면 참

A >= B A가 B보다 크거나 같으면 참

A != B A와 B가 같지 않으면 참

0	0	0	0	1
0	1	0	1	
1	0	0	1	0
1	1	1	1	

논리 연산자

연산 특성

&&	A와 B가 모두 참이어야 결과 값이 참, 하나라도 거짓이면 거짓
	A 또는 B가 참이면 참, 둘 다 거짓일 때만 거짓
!	A가 거짓이면 참, 참이면 거짓


```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    int data1 = 5, data2 = 3;
```

```
    int result1 = 0 || 1;
```

```
    int result2 = 3 && -1;
```

```
    int result3 = data1 == 3 || data2 == 3;
```

```
    int result4 = data1 == 3 && data2 == 3;
```

```
    int result5 = ! data1;
```

```
    printf("result : %d %d %d %d %d\n", result1, result2, result3, result4, result5);
```

```
}
```

C:\Windows\system32\cmd.exe

result : 1 1 1 0 0

계속하려면 아무 키나 누르십시오 . . .

