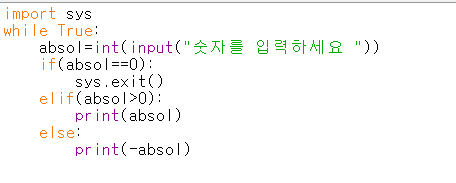
비쥬얼프로그래밍

과제 1.

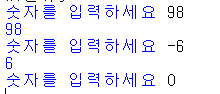
20196014 고지흔

1번

소스코드

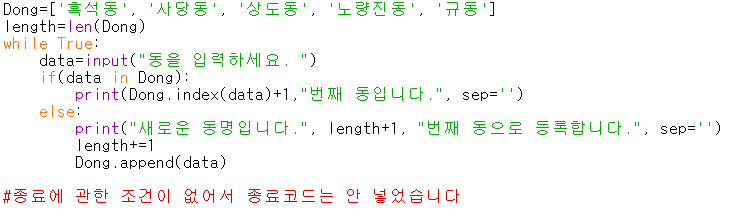


결과화면

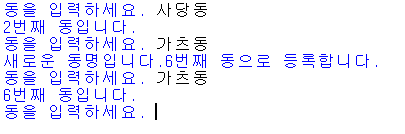


2번

소스코드

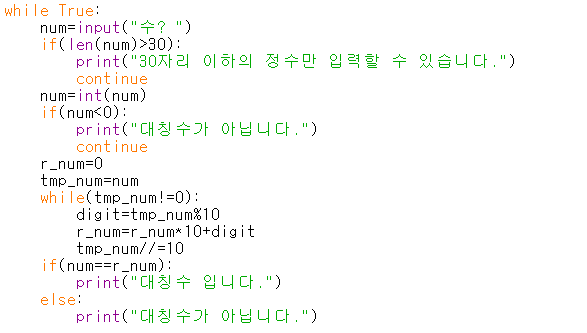


결과



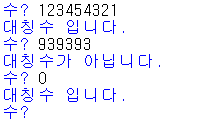
3번

소스코드#



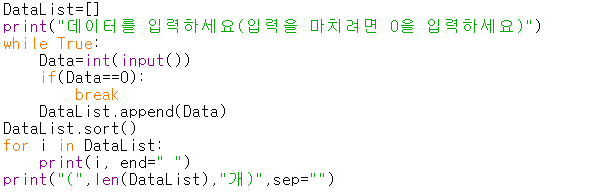
#30자리 넘어가면 판단하는 코드 실행 안되게 설정했습니다.

결과

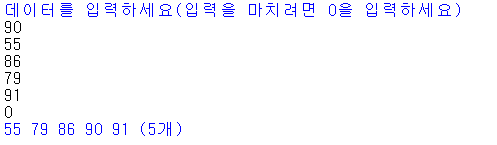


4번

소스코드

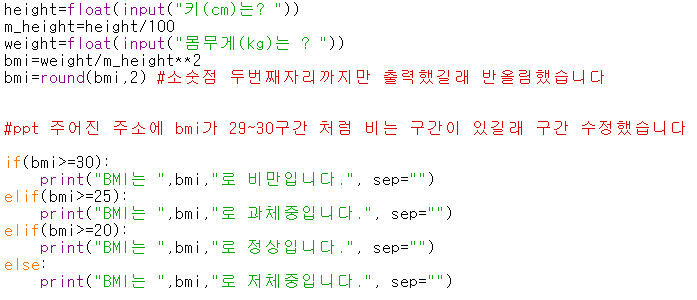


결과



5번

소스코드

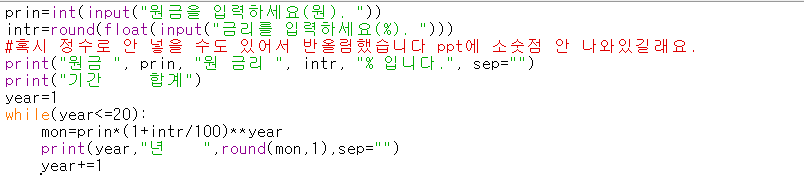


결과

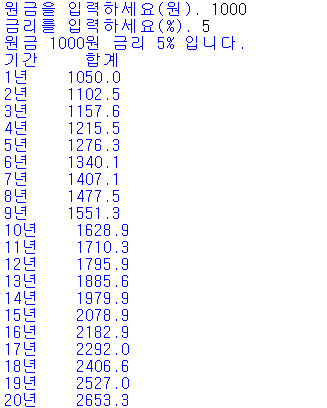


6번

소스코드

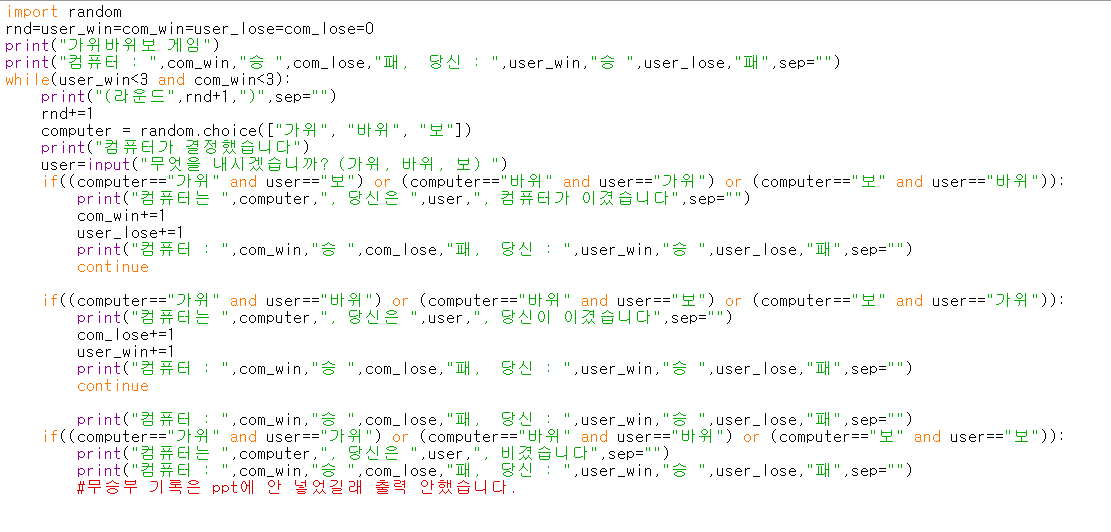


결과

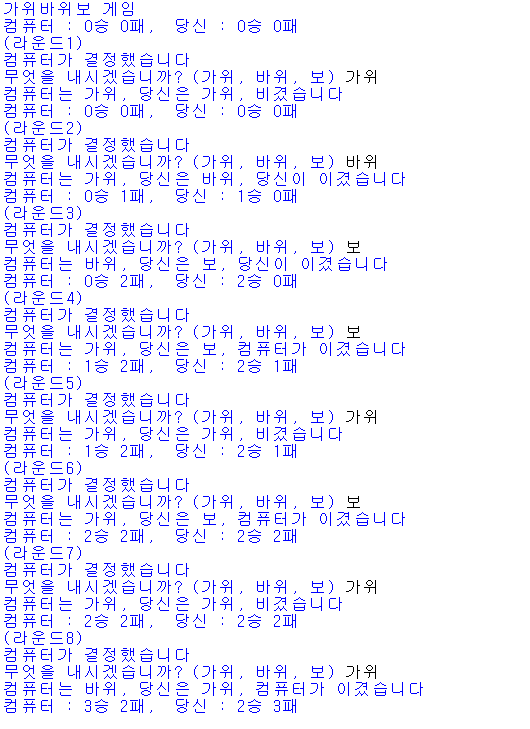


7번

소스코드

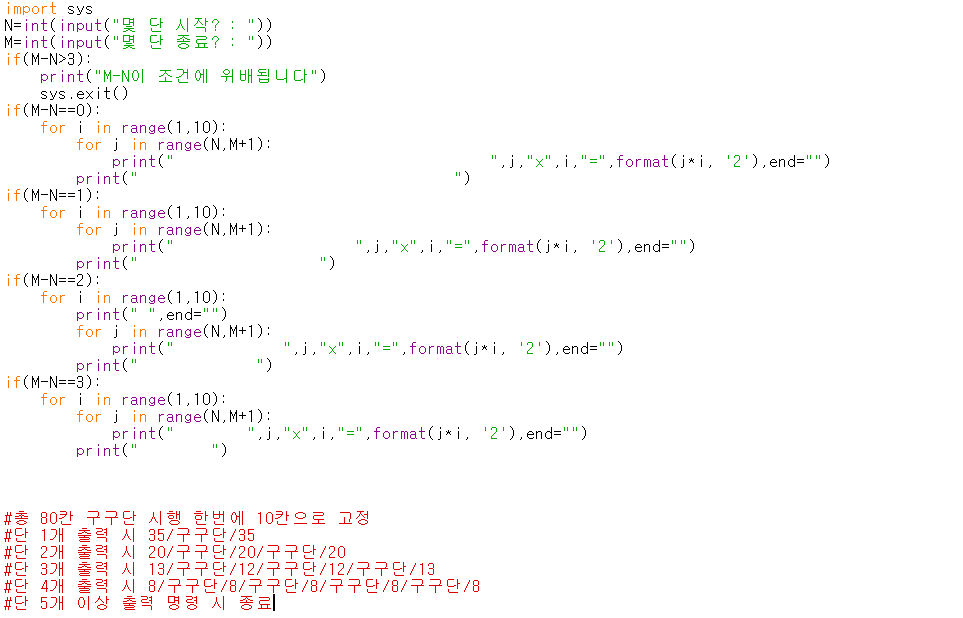


결과



8번

소스코드



결과

