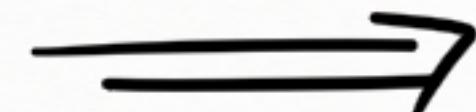
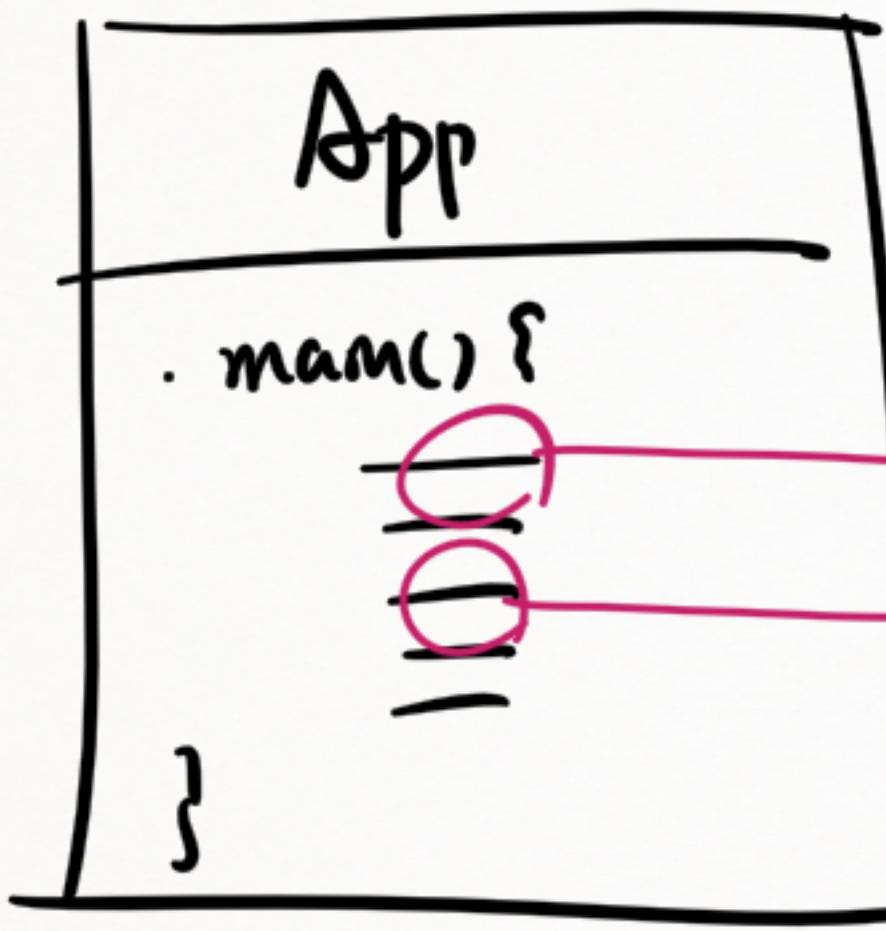
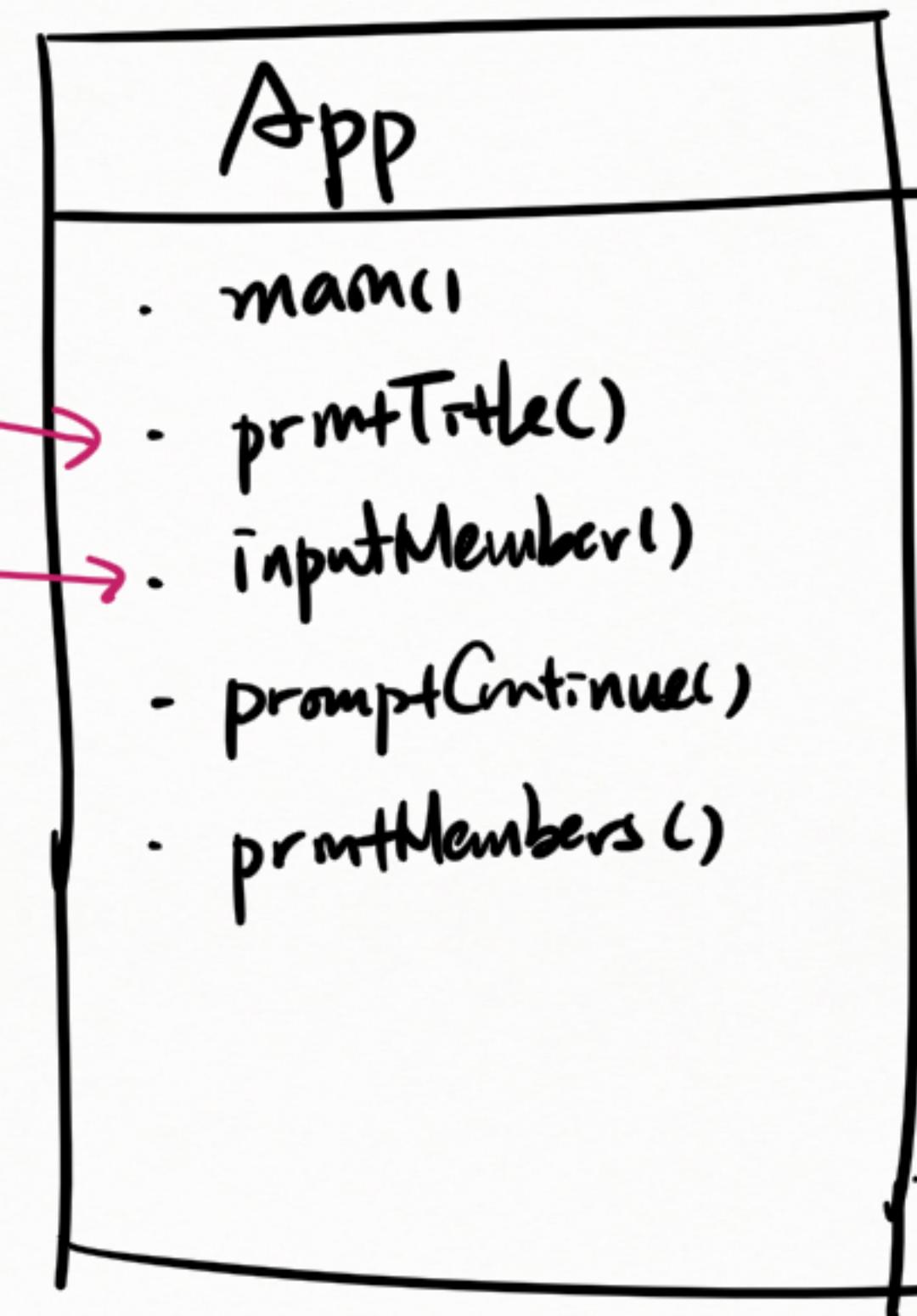


* 1. 디렉트 사용법

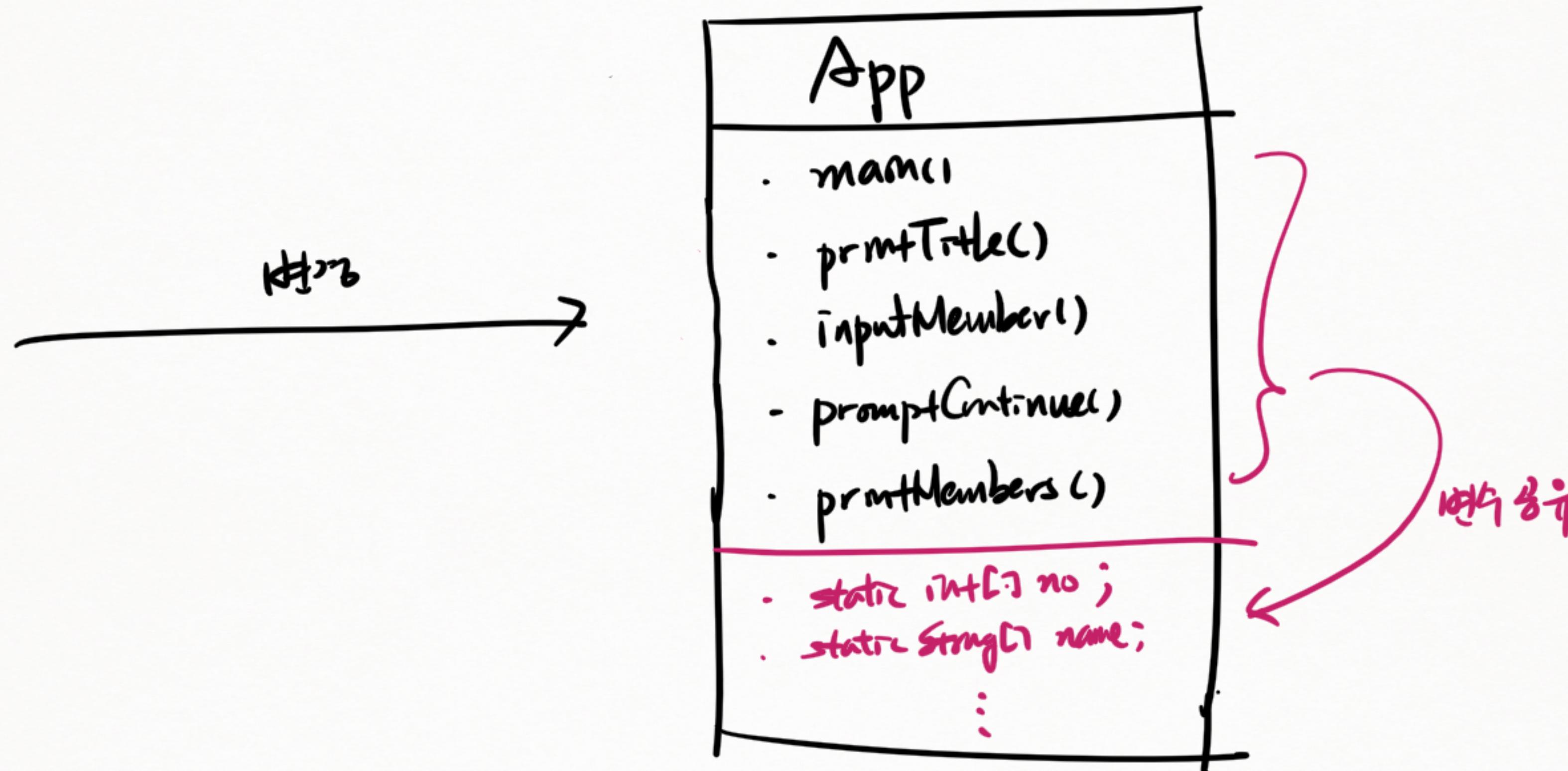
이전



변경

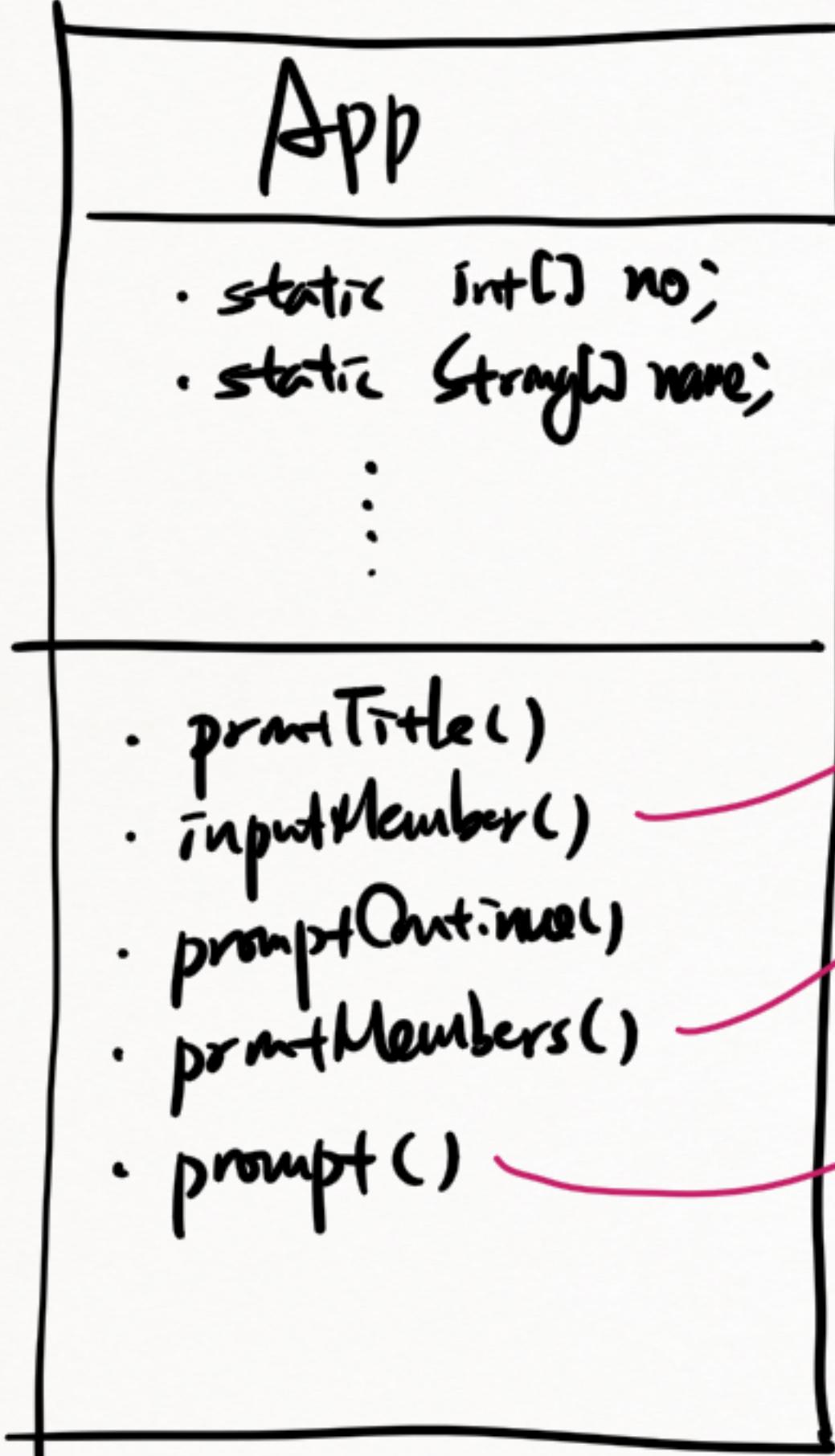


* Q. Lession with Array

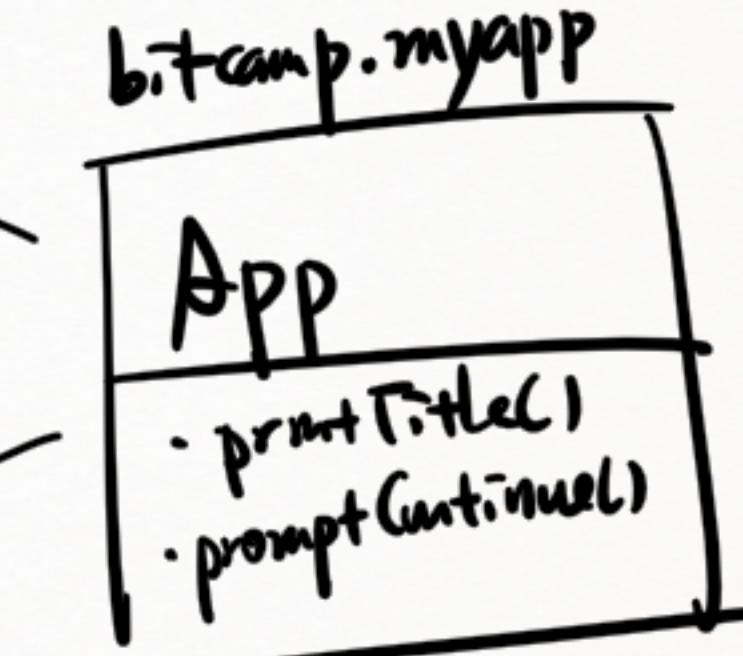
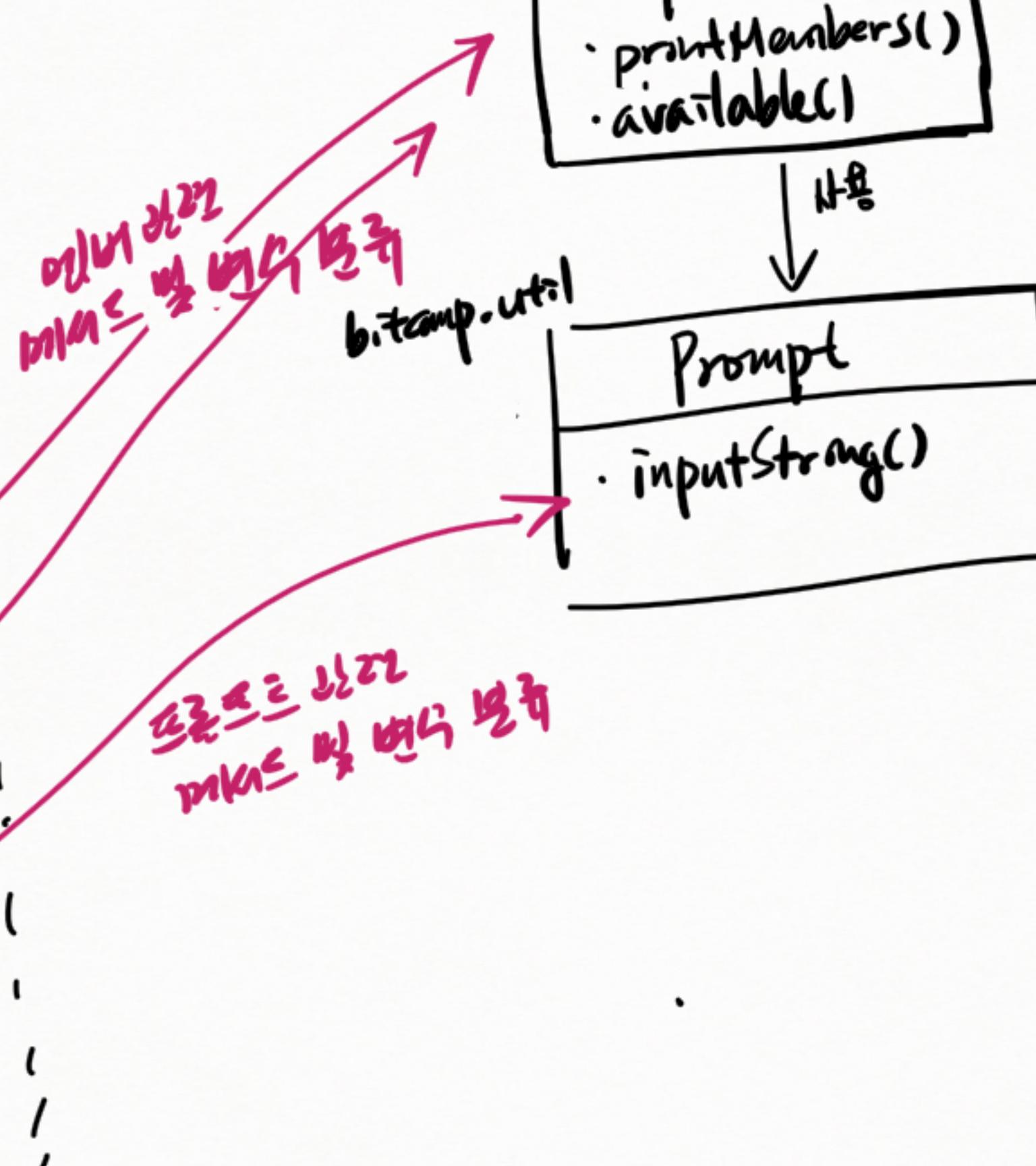
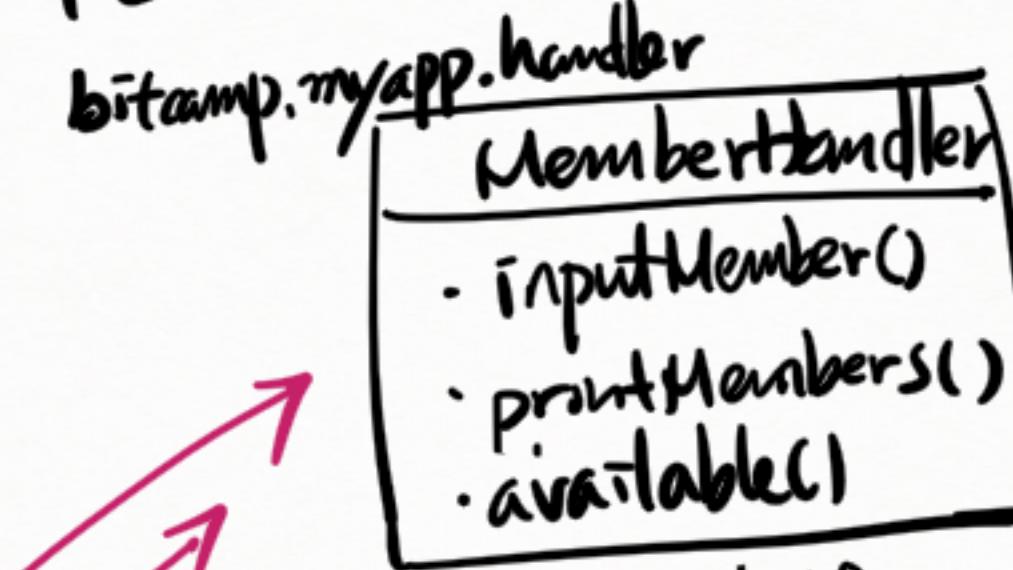


* 9. 클래스 및 패턴 학습

이전 구조
~
Architecture



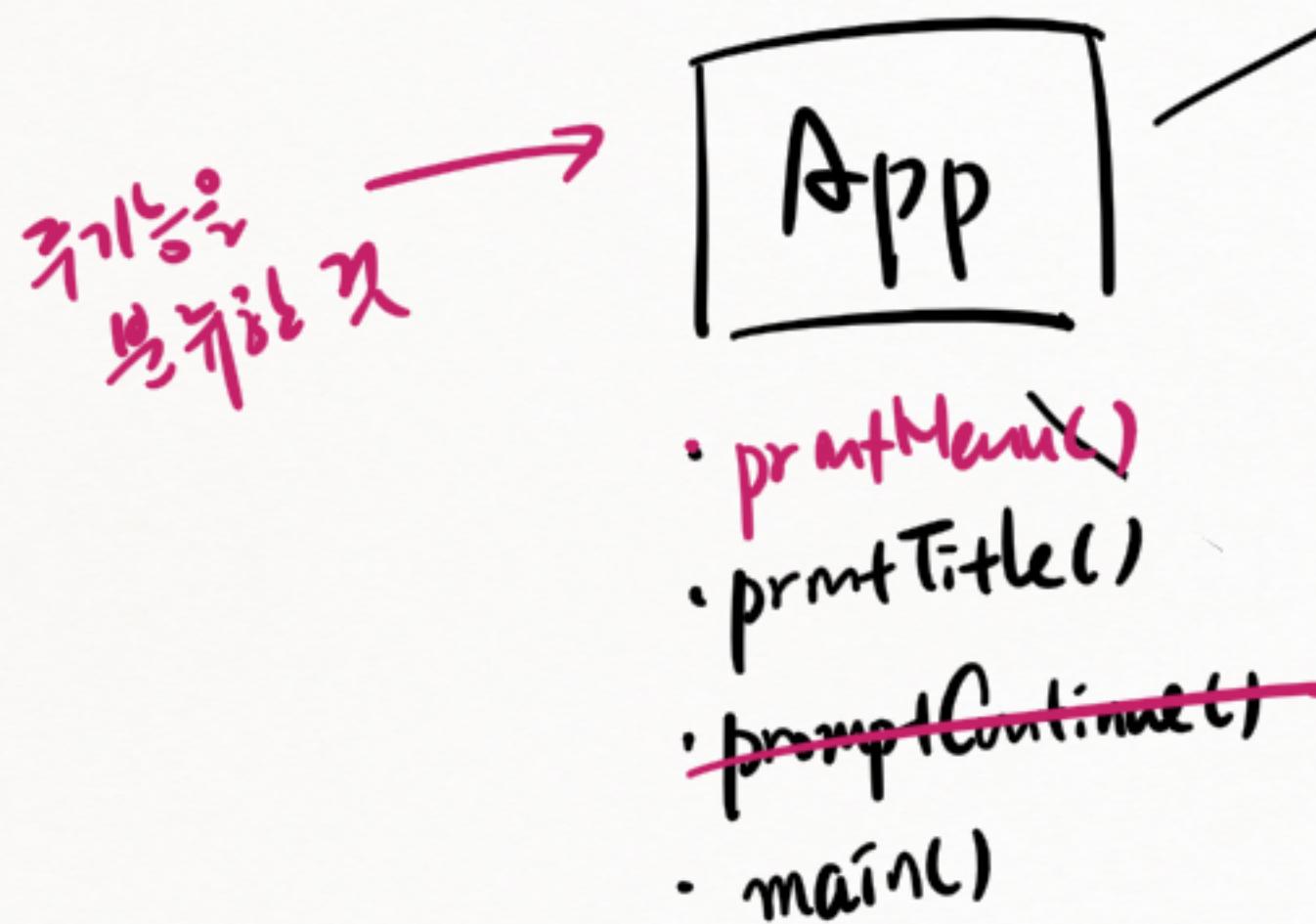
내 구조



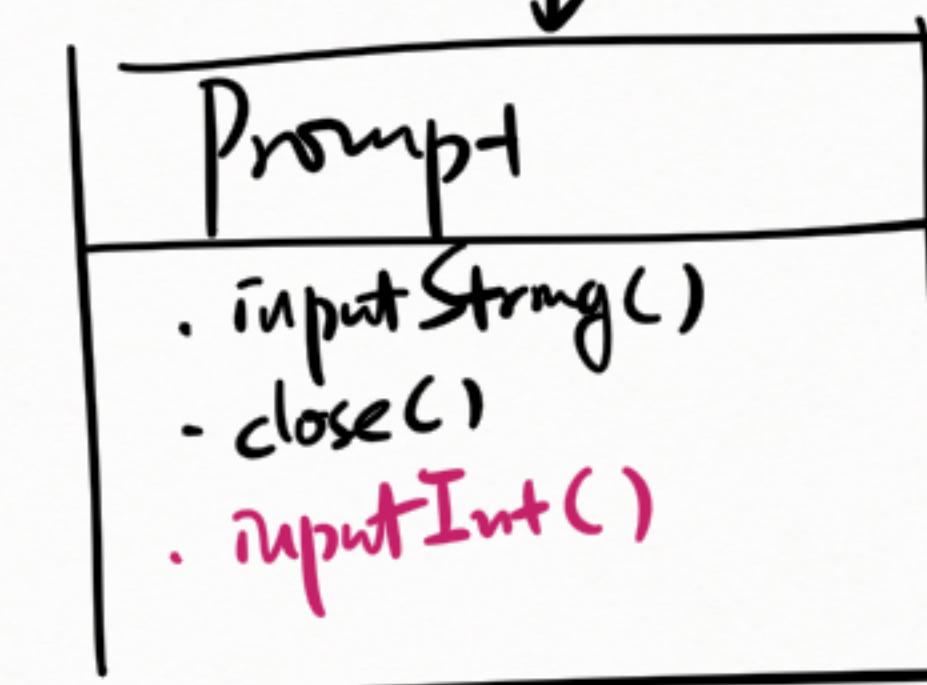
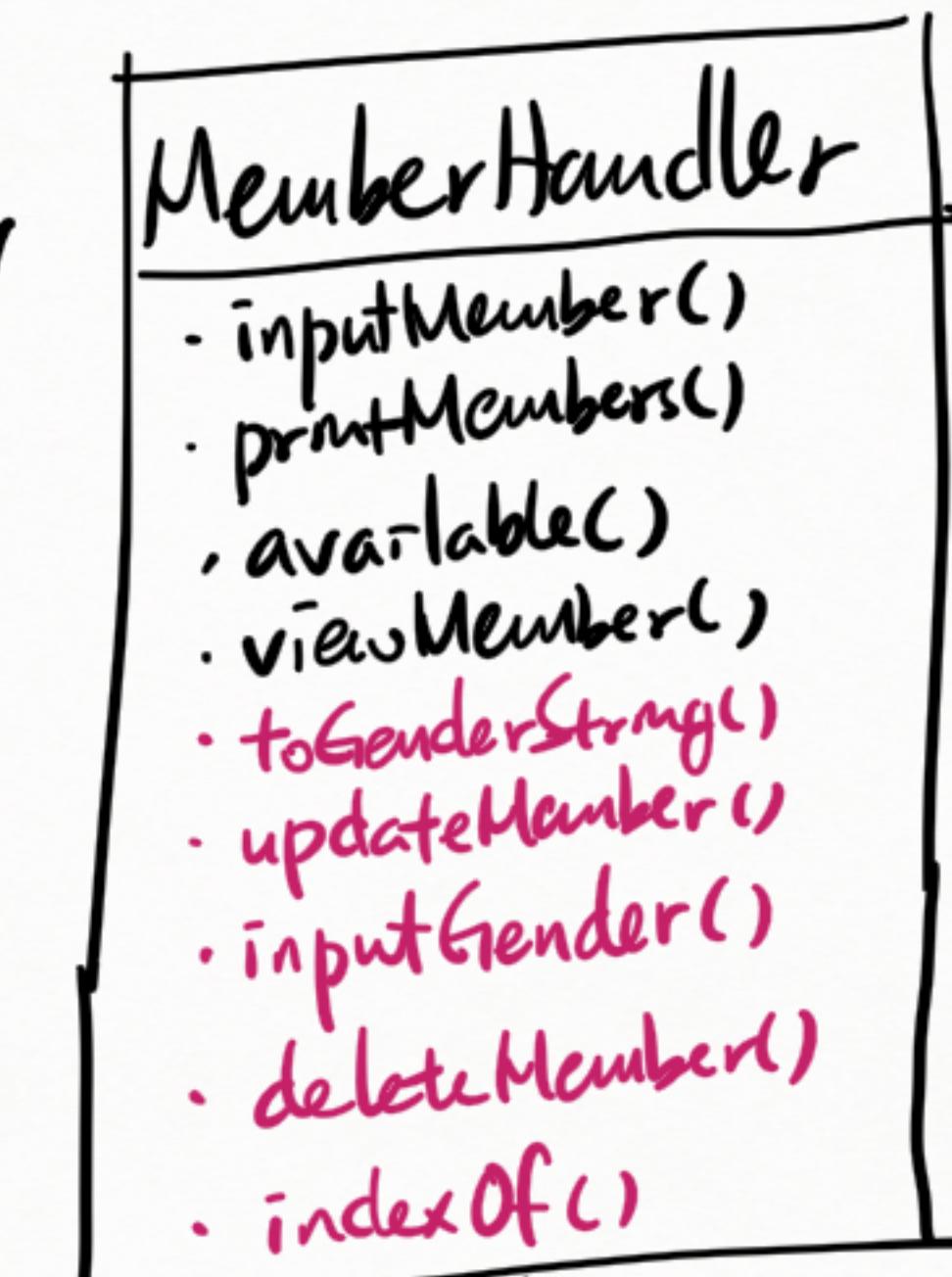
* 10. 멤버 및 CRUD 구현

* 클래스
↳ 애플리케이션 메서드를 분류할 것

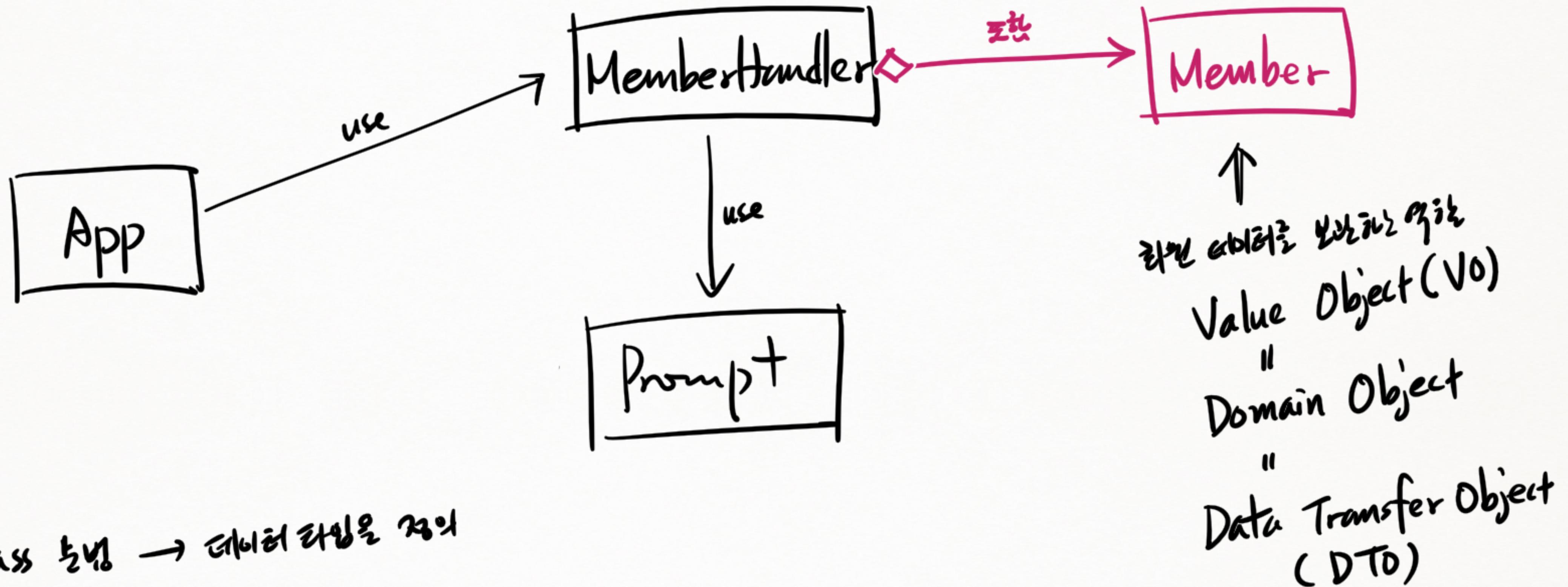
* 패키지
↳ 클래스를 분류할 것.



class 분류 → 메서드를 찾는 용도

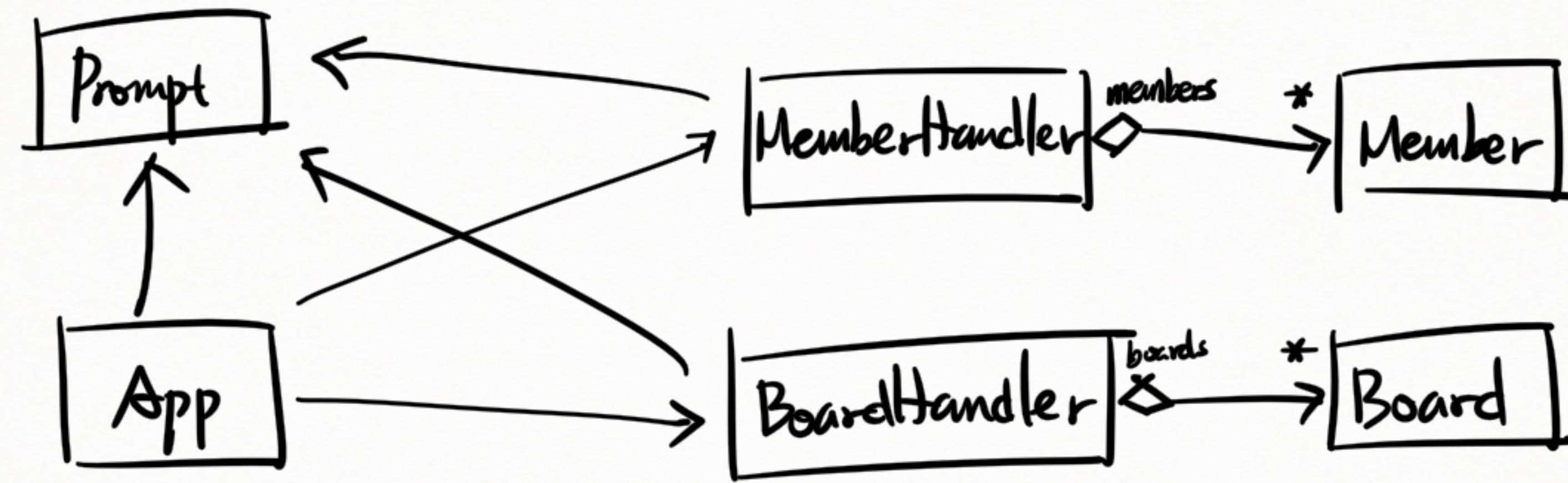


II. 사용자 정의 데이터 타입 만들기

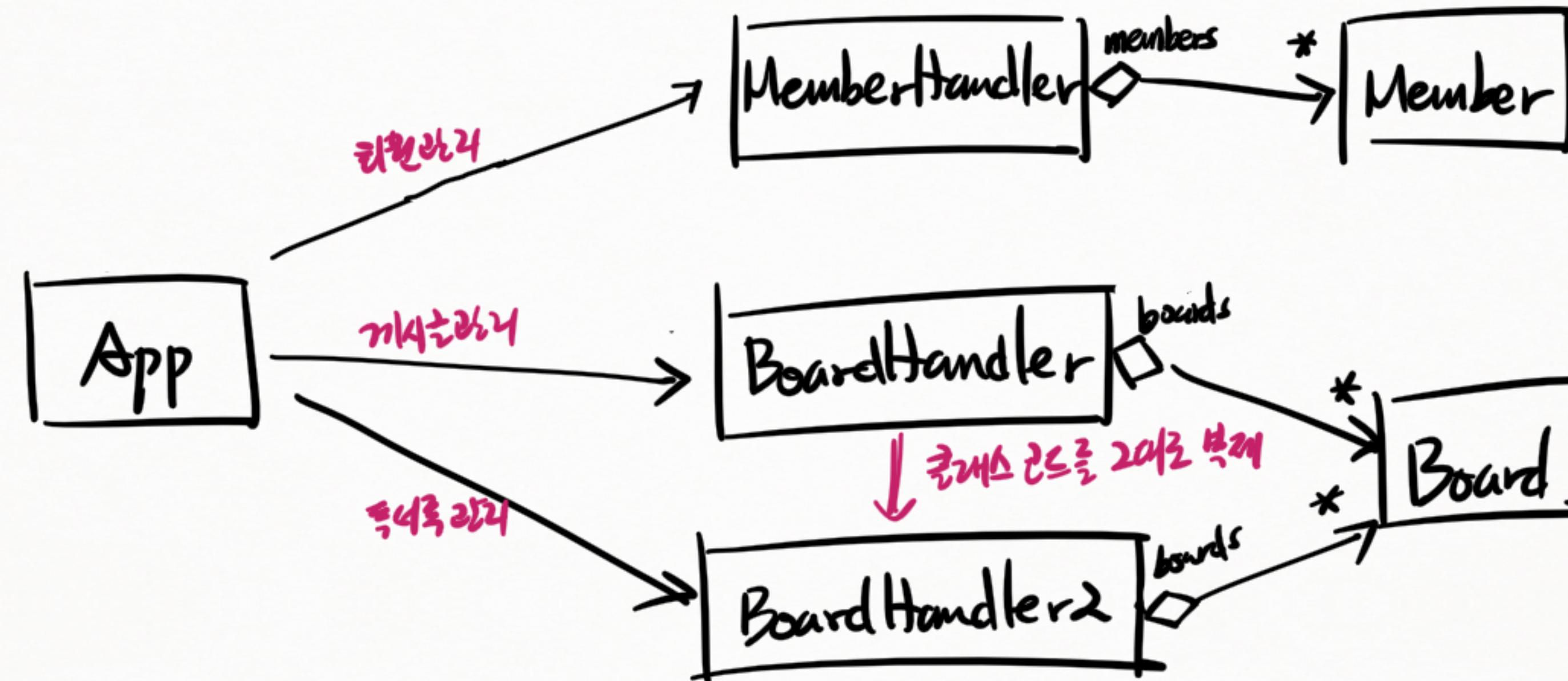


* class 키워드 → 데이터 타입을 정의

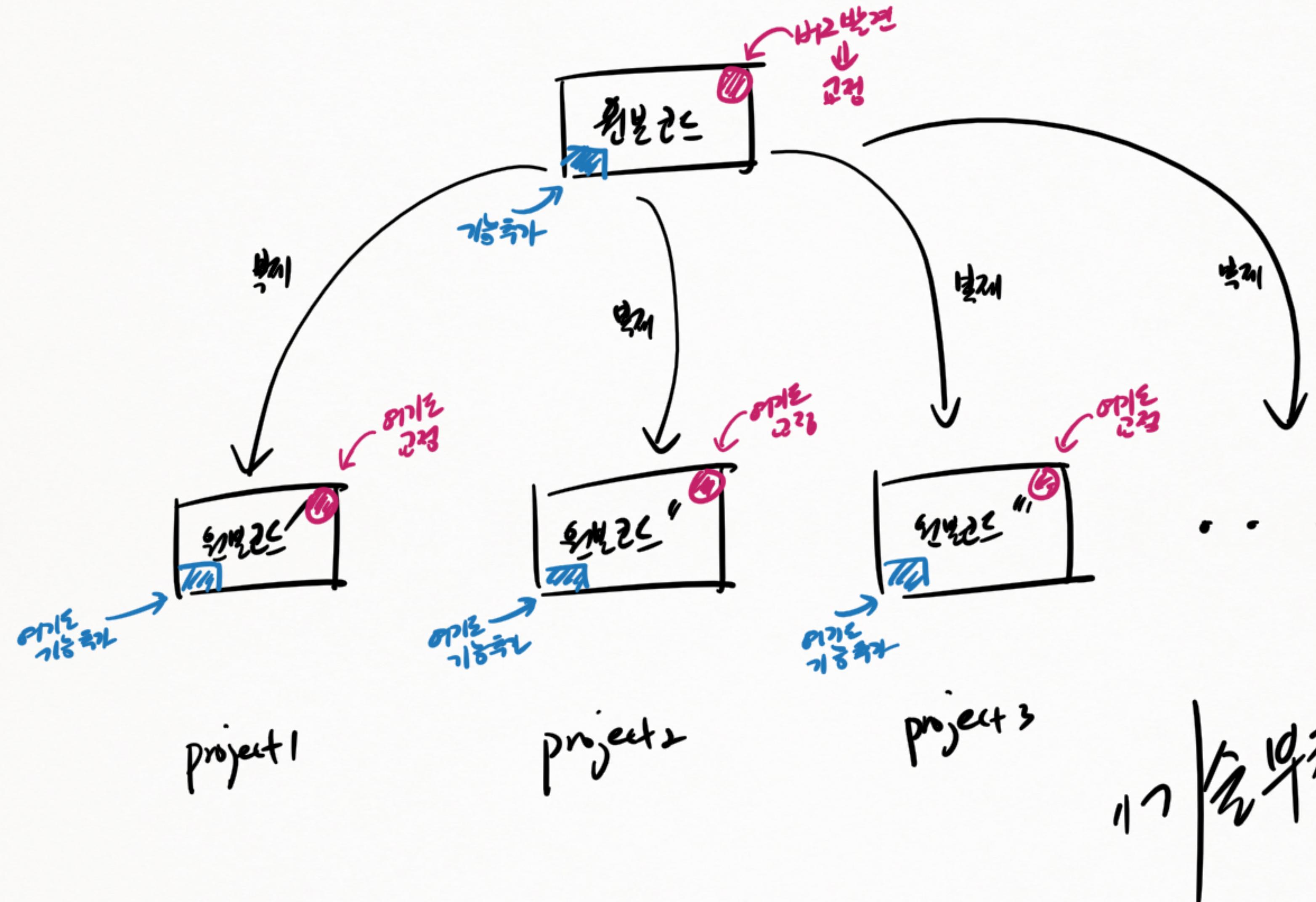
13. 깃허브 CRUD 추가



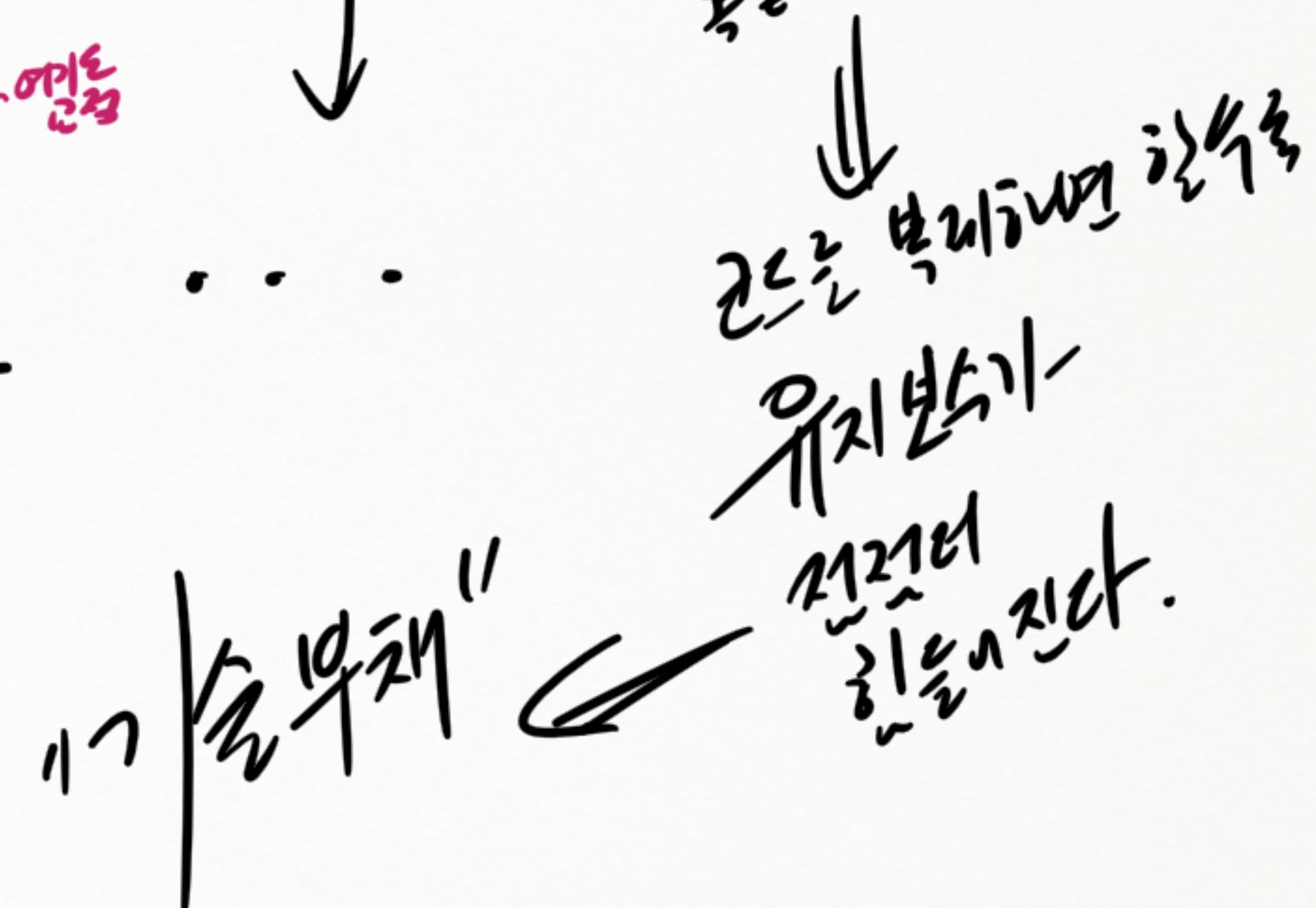
14. 토커를 CRUD 추가



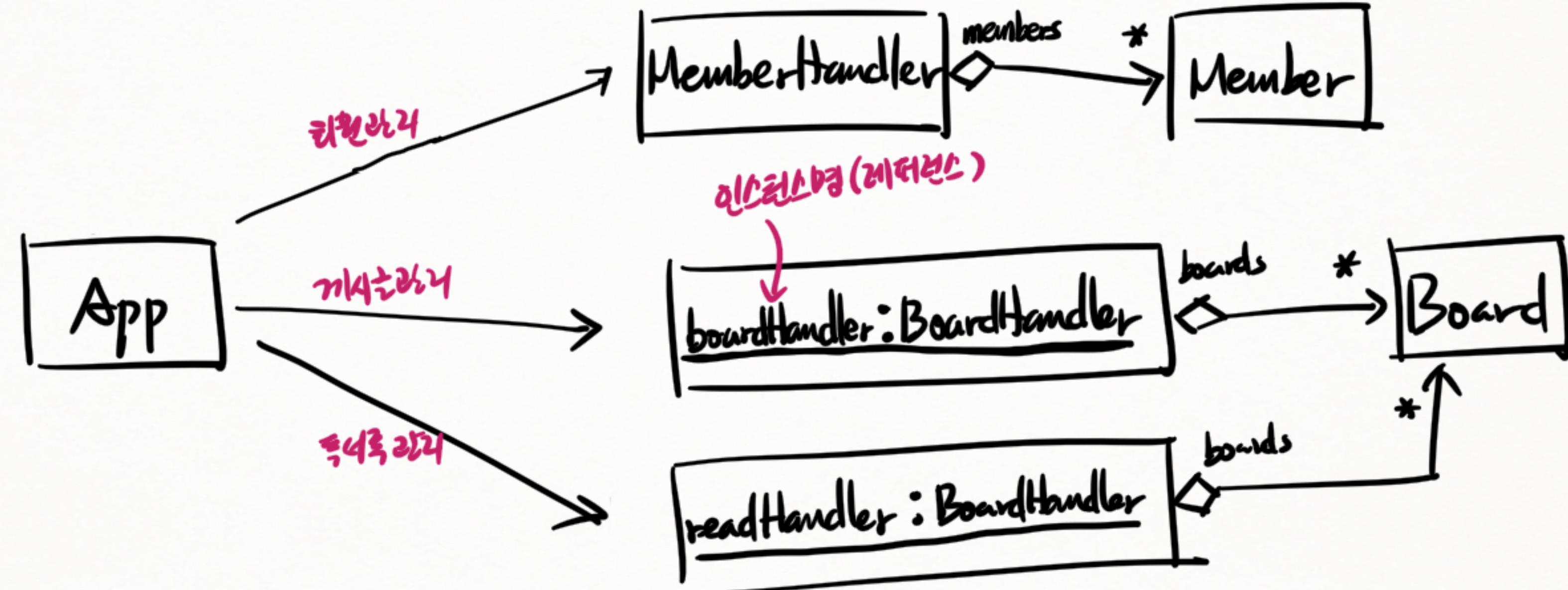
* 가로관 복제로써 새기능을 주입하는 예



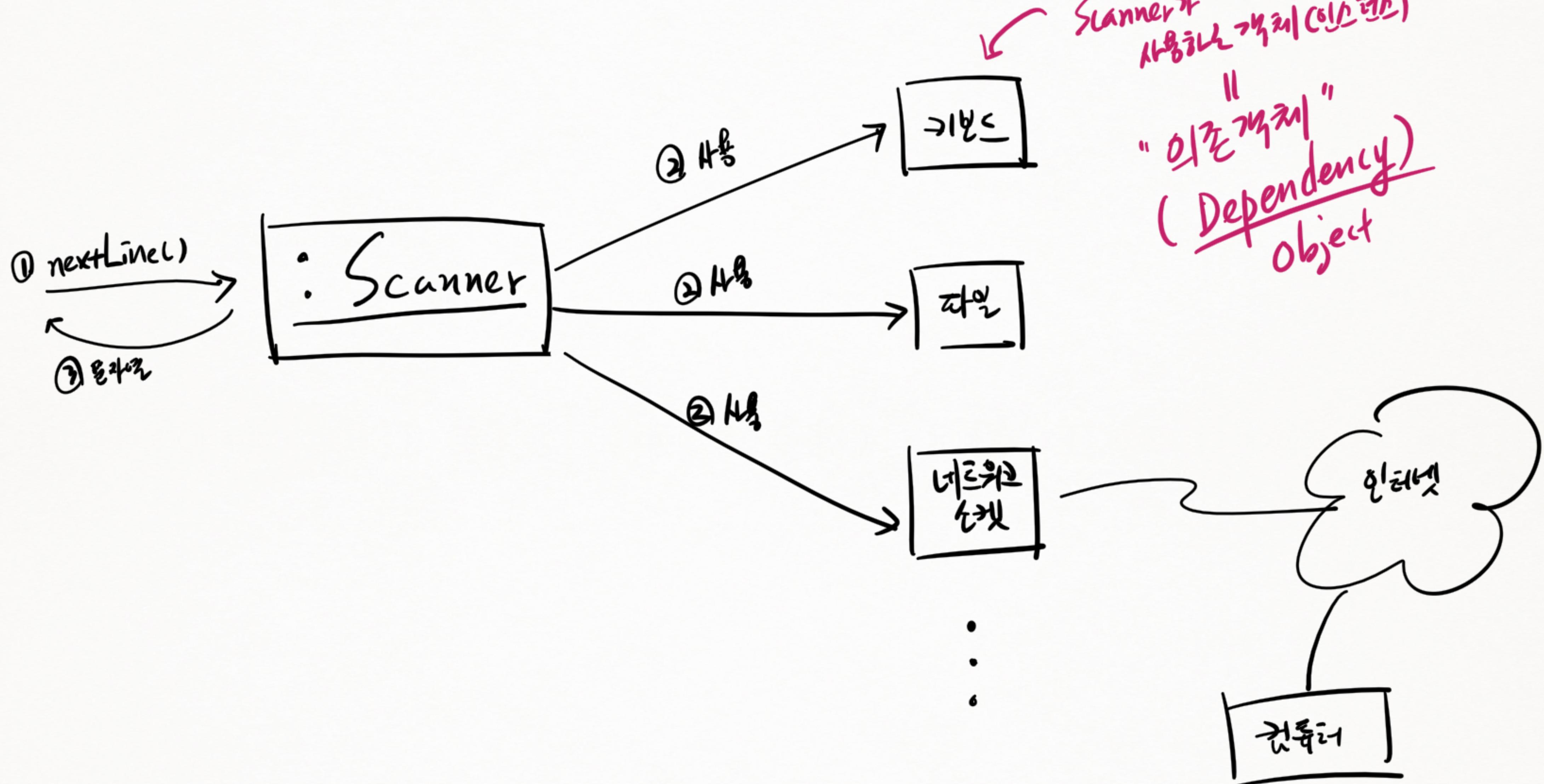
* API를 고정하여 기능을 추가하여 API를 복제한 코드의 디자인은 동일한 일을 수행하는 코드다



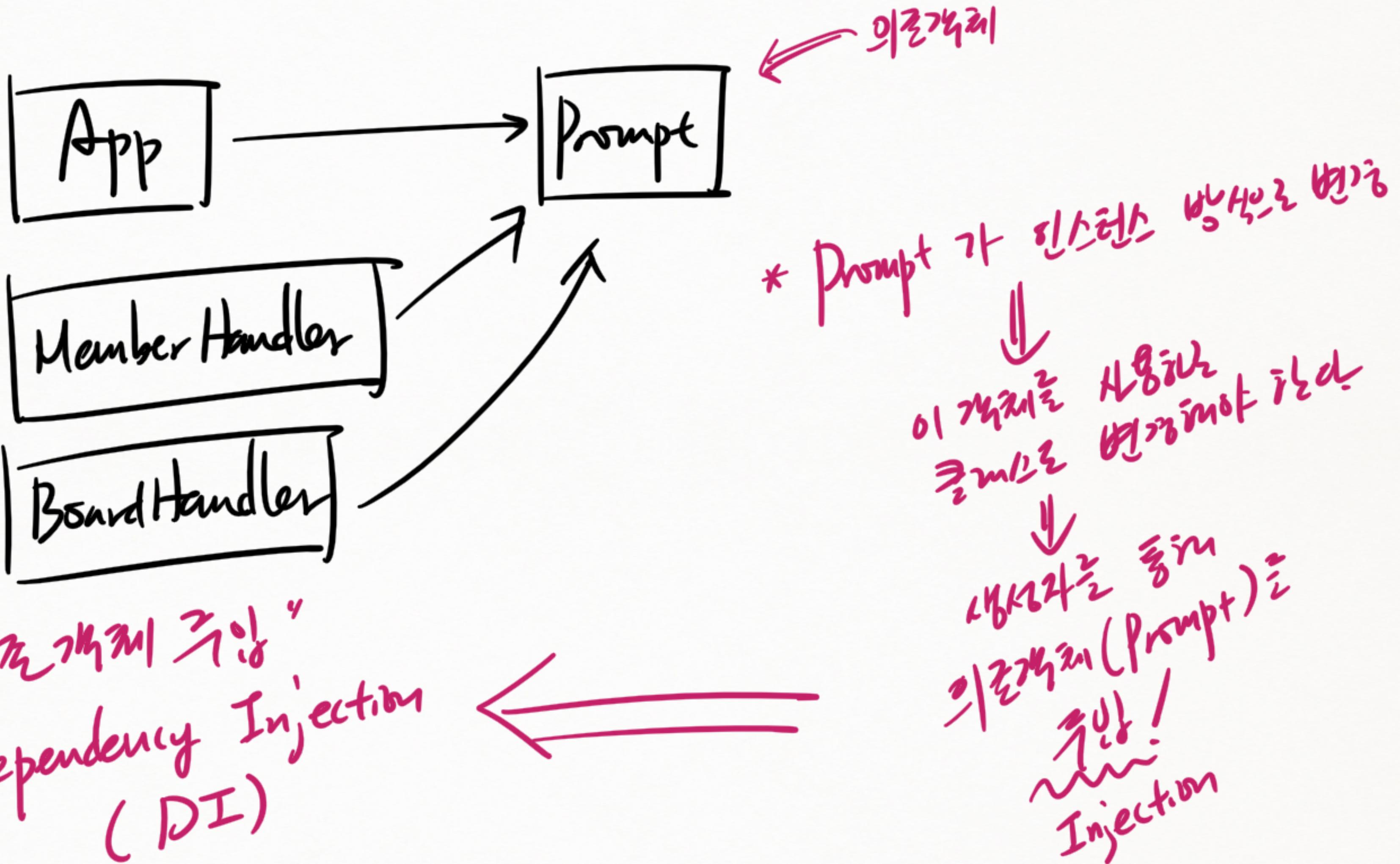
15. 인스턴스 있는 디자인 패턴



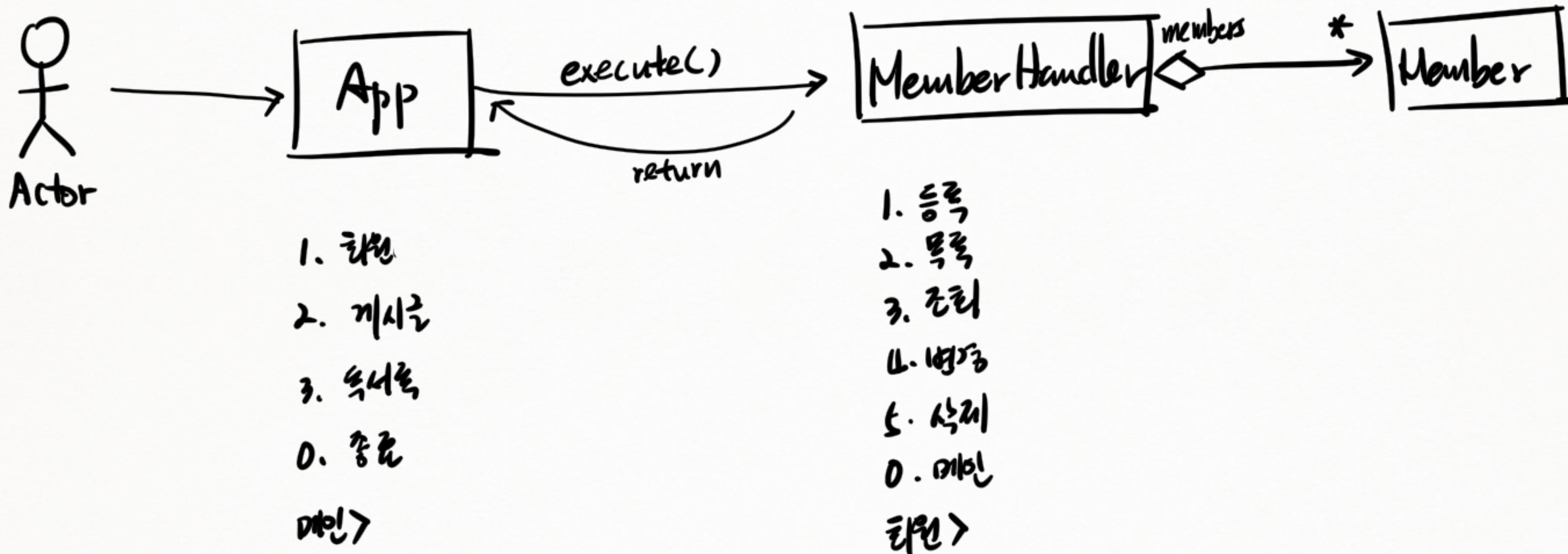
Scanner 와 의존 객체



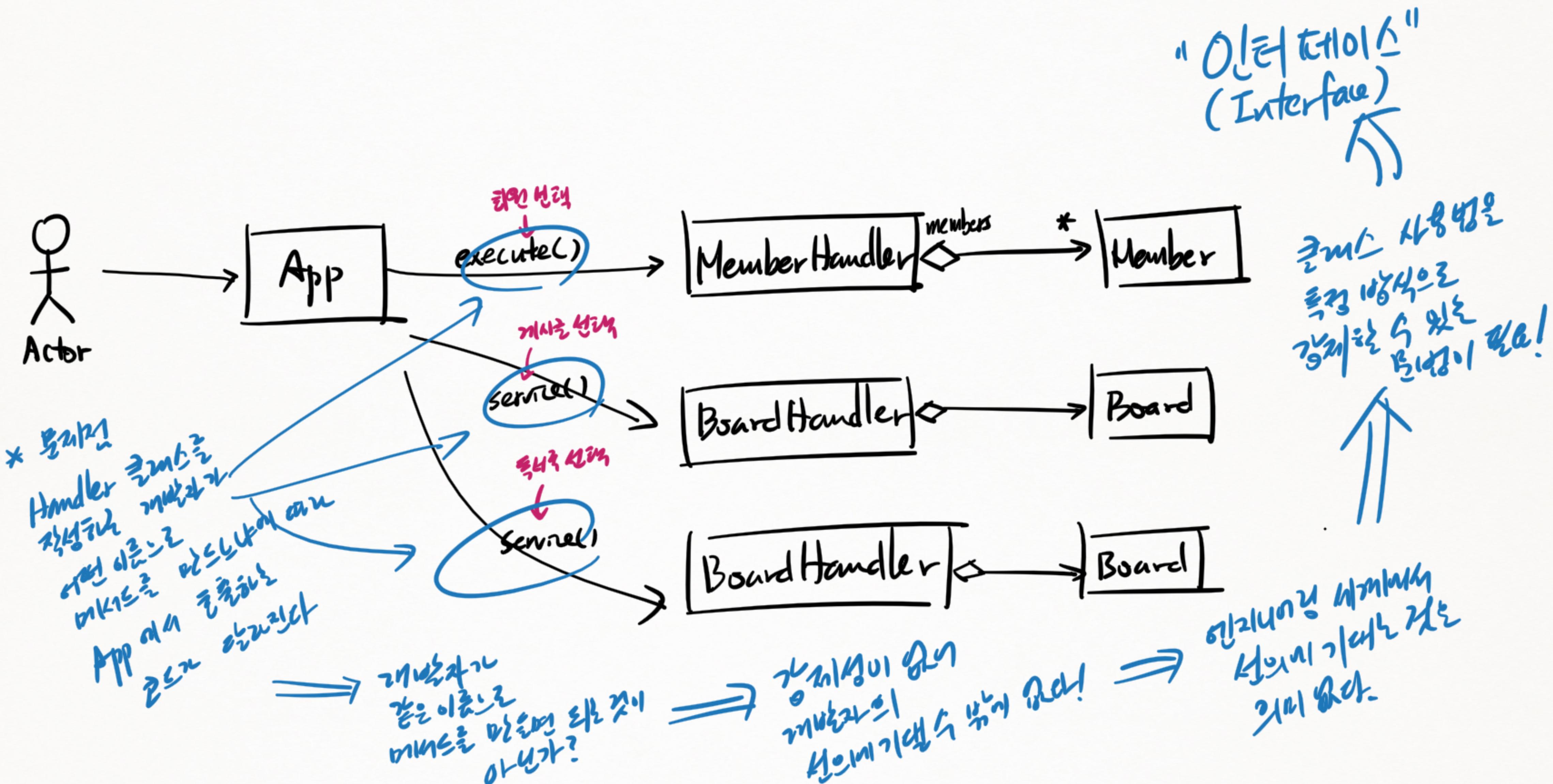
App, MemberHandler, BoardHandler et prompt



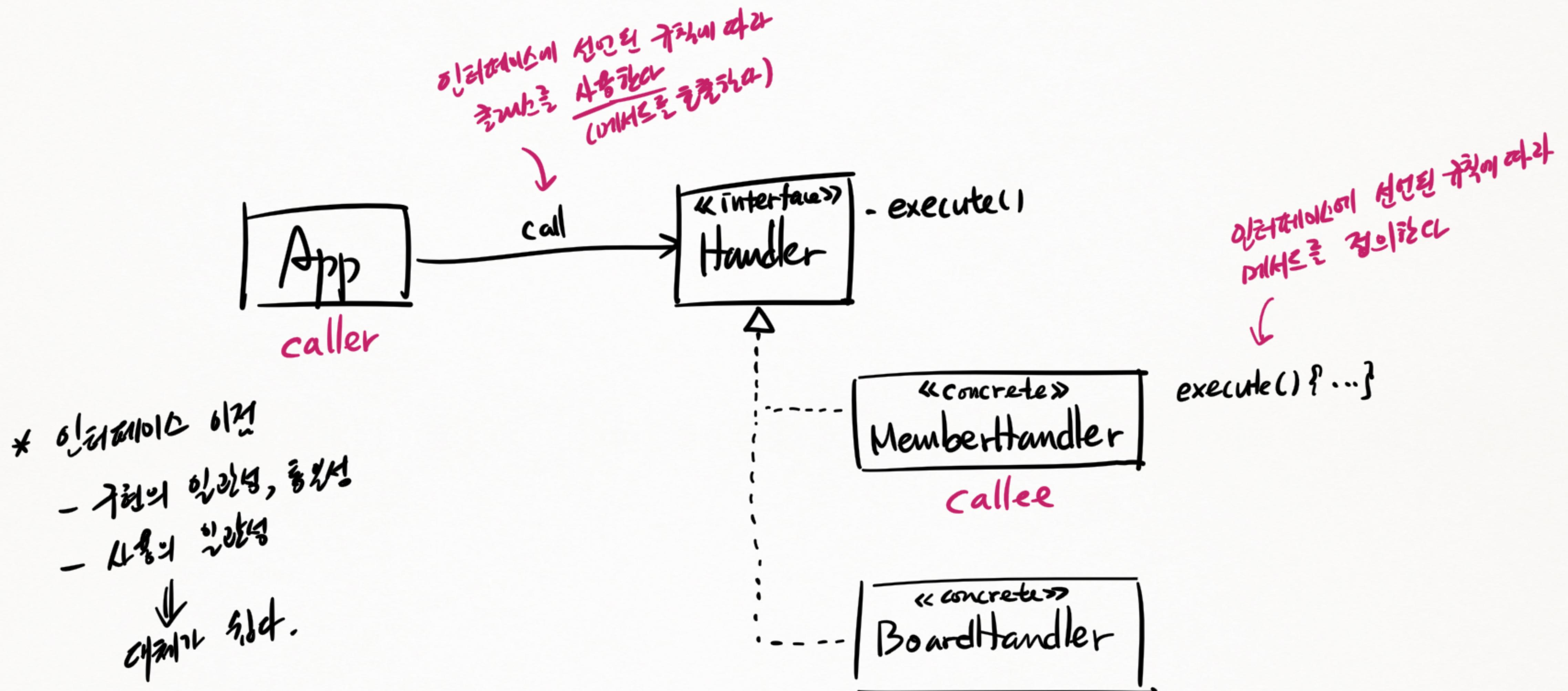
16. Handler에게 메뉴 기능을 위임



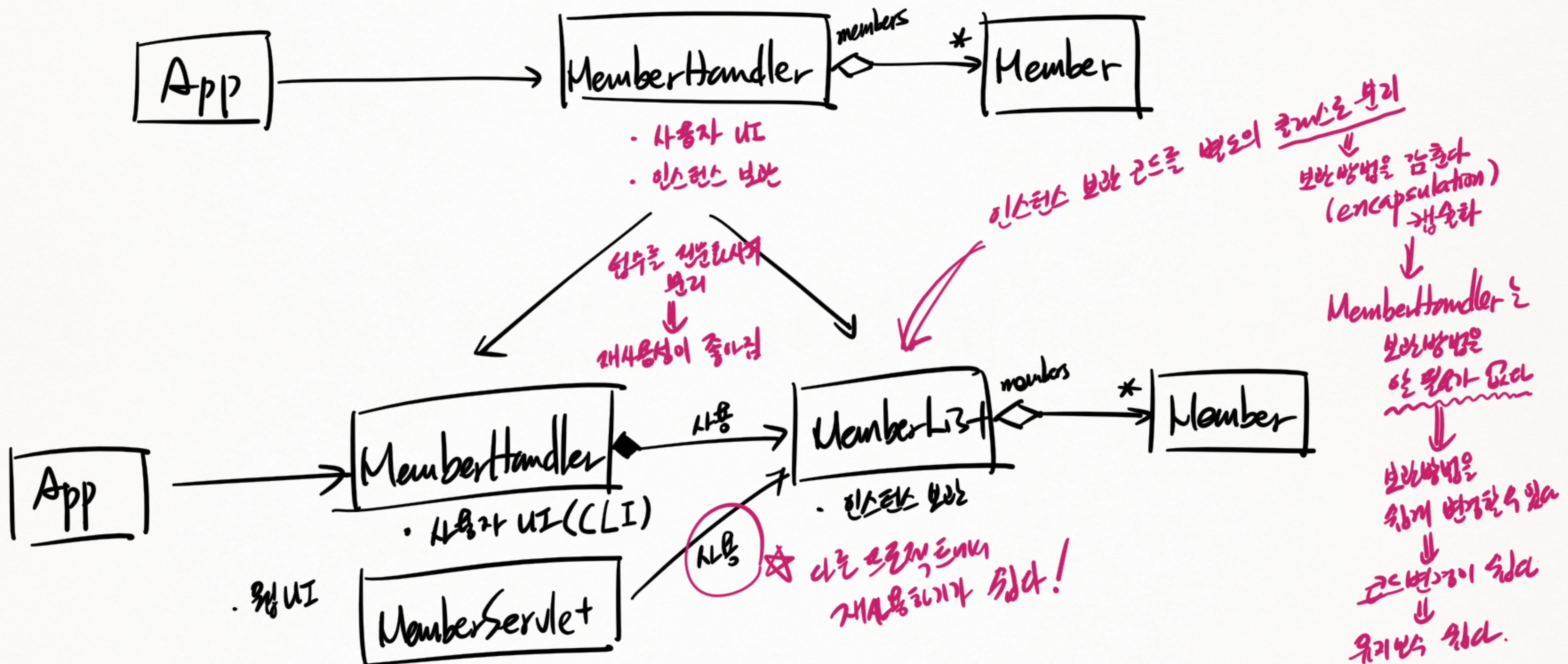
16. Handler에게 메뉴 기능을 위임



III. Handler의 사용 구조를 인터페이스로 정의하기



18. 인스턴스 목록을 다수로 코드를 빼는 층짜스로 처리



* 배운 늘하기

$$\frac{5}{2} = \cancel{2} \cancel{\times}$$

$$\underline{t+2} = 4$$

A horizontal timeline with vertical tick marks at each integer from 1 to 10. Above the timeline, the word "garbage" is written in cursive, with an arrow pointing to the first tick mark at position 1.

$$7 + \frac{1}{3} = 10$$

boards → 