

Chapter 05_058 [연습문제] 클래스(06)

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클래스

• 객체를 이용한 프로그래밍

- 자동차 경주 게임 클래스를 만들어 보자. 자동차는 랜덤하게 이동하며, 편의상 10초 동안 주행한다고 할 때 가장 멀리 이동한 자동차가 우승하는 게임이다.

```
class Car:

    def __init__(self, n='fire car', c='red', s=200):...

    def printCarInfo(self):...

    def controlSpeed(self):...

    def getDistanceForHour(self):...

class CarRacing:

    def __init__(self):...

    def startRacing(self):...

    def printCurrentCarDistance(self):...

    def addCar(self, c):...
```

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|--------------|-------------|-------------|-------------|-------------|------------|
| Racing: 1바퀴 | Car01: 229 | Car02: 47 | Car03: 102 | Car04: 148 | Car05: 60 |
| Racing: 2바퀴 | Car01: 275 | Car02: 197 | Car03: 310 | Car04: 385 | Car05: 132 |
| Racing: 3바퀴 | Car01: 354 | Car02: 316 | Car03: 476 | Car04: 520 | Car05: 228 |
| Racing: 4바퀴 | Car01: 443 | Car02: 371 | Car03: 645 | Car04: 536 | Car05: 284 |
| Racing: 5바퀴 | Car01: 668 | Car02: 492 | Car03: 782 | Car04: 595 | Car05: 410 |
| Racing: 6바퀴 | Car01: 711 | Car02: 653 | Car03: 804 | Car04: 784 | Car05: 531 |
| Racing: 7바퀴 | Car01: 871 | Car02: 785 | Car03: 815 | Car04: 828 | Car05: 546 |
| Racing: 8바퀴 | Car01: 987 | Car02: 917 | Car03: 972 | Car04: 898 | Car05: 614 |
| Racing: 9바퀴 | Car01: 1171 | Car02: 995 | Car03: 1110 | Car04: 1173 | Car05: 678 |
| Racing: 10바퀴 | Car01: 1348 | Car02: 1102 | Car03: 1189 | Car04: 1176 | Car05: 807 |