

```
1: #include <stdio.h>
2:
3: int main(void) {
4:
5:     int kor, eng, math, total;
6:     float avg;
7:
8:     printf("ëµ-ì\226´ ì \220ì\210\230ë¥%
ì\236\205ë ¥í\225\230ì\213\234ì\230¸: ");
9:     scanf("%d", &kor);
10:    printf("ì\230\201ì\226´ ì \220ì\210\230ë¥%
ì\236\205ë ¥í\225\230ì\213\234ì\230¸: ");
11:    scanf("%d", &eng);
12:    printf("ì\210\230ì\225\231 ì \220ì\210\230ë¥%
ì\236\205ë ¥í\225\230ì\213\234ì\230¸: ");
13:    scanf("%d", &math);
14:
15:    total = kor + eng + math;
16:    avg = total / 3;
17:
18:    printf("\ni´\235ì \220: %d, í\217\211ê• : %.2f\n", total, avg);
19:
20:
21:     return 0;
22:
23: }
```

```
1: #include <stdio.h>
2:
3: int main(void) {
4:
5:     int num;
6:
7:     printf("i \225i\210\230ë¥ i\236\205ë ¥í\225\230i\213\234i\230¤: ");
8:     scanf("%d", &num);
9:
10:    printf("10i§\204i\210\230: %d, ë¬,i\236\220: %c, 8i§\204i\210\230: %o,
16i§\204i\210\230: %x \n", num, num, num, num);
11:
12:    return 0;
13:
14: }
```

```
1: #include <stdio.h>
2:
3: int main(void) {
4:
5:     const float Pi = 3.1415;
6:     float r, A, L;
7:
8:     printf("ë°\230i§\200ë;\204i\235\204 ì\236\205ë ¥í\225\230i\213\234i\230¤:
");
9:     scanf("%f", &r);
10:
11:     A = Pi*r*r;
12:     L = 2*Pi*r;
13:
14:     printf("ì\233\220i\235\230 ë\204\223i\235´: %.2f, ì\233\220i\235\230
i§\200ë;\204: %.2f \n", A, L);
15:
16:
17:     return 0;
18:
19: }
```

```
1: #include <stdio.h>
2:
3: int main(void) {
4:
5:     float num1, num2;
6:
7:     printf("ë\221\220 ì\213¤ì\210\230ë¥%
ì\236\205ë ¥ì\225\230ì\213\234ì\230¤: ");
8:     scanf("%f %f", &num1, &num2);
9:
10:    printf("\në\215§ì\205\210: %.2f, ë°\204ì\205\210: %.2f,
ë\202\230ë\210\227ì\205\210: %.2f, ë³±ì\205\210: %.2f\n", num1+num2, num1-num2,
num1/num2, num1*num2);
11:
12:    return 0;
13:
14: }
```

```
1: #include <stdio.h>
2:
3: int main(void) {
4:
5:     int num1, num2;
6:
7:     printf("ë\221\220 ê°\234ì\235\230 ì \225ì\210\230ë¥%
ì\236\205ë ¥ì\225\230ì\213\234ì\230¤: ");
8:     scanf("%d %d", &num1, &num2);
9:
10:    printf("\në\202\230ë\210\227ì\205\210 ê²°ê³¼: %.3f\n", (float) num1/num2);
11:
12:
13:    return 0;
14:
15: }
```