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게임 프로그래밍 수업



# 게임프로그래밍 깃허브 정리

Github: slw13d-ly/gamepgm



학번

2022901090

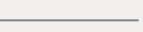


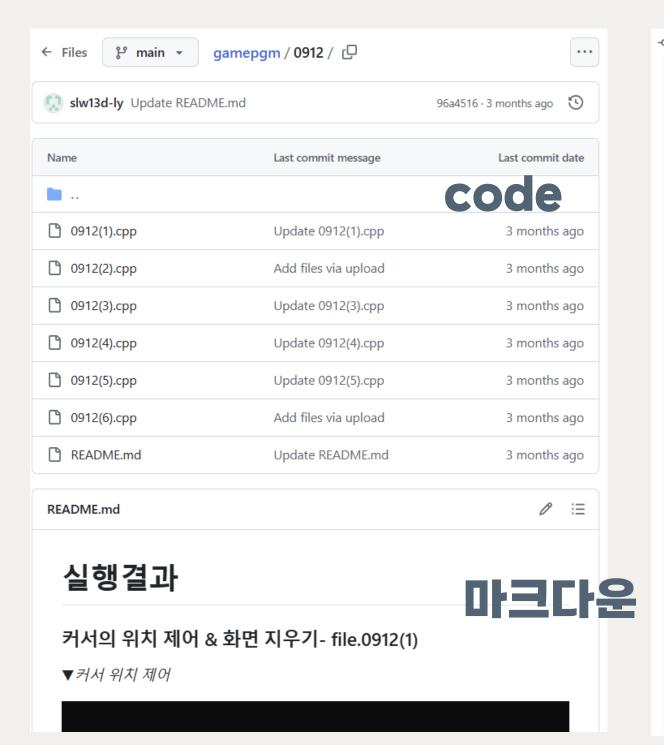
최유진

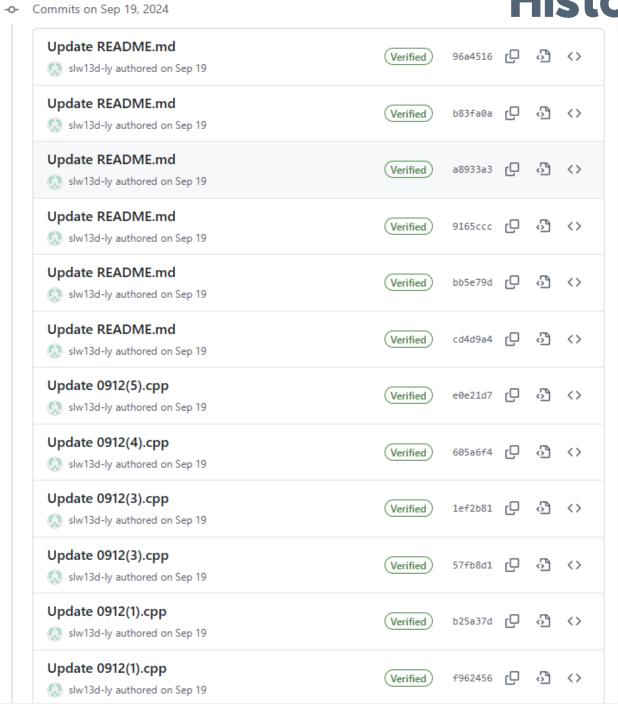
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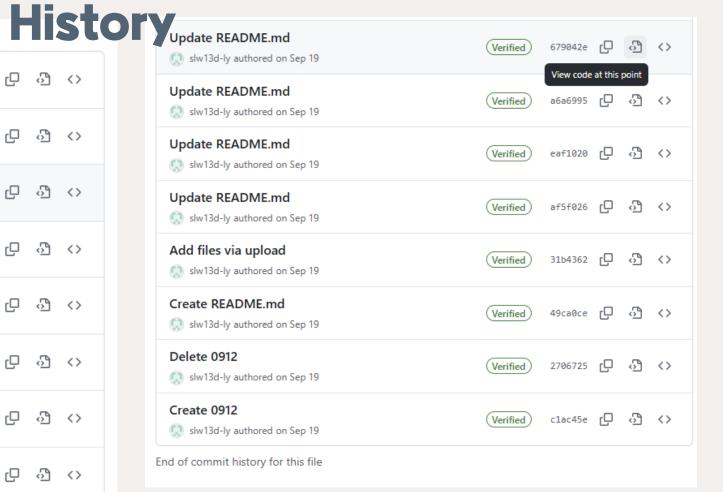
TEXT 1 PARAGRAPH

### 







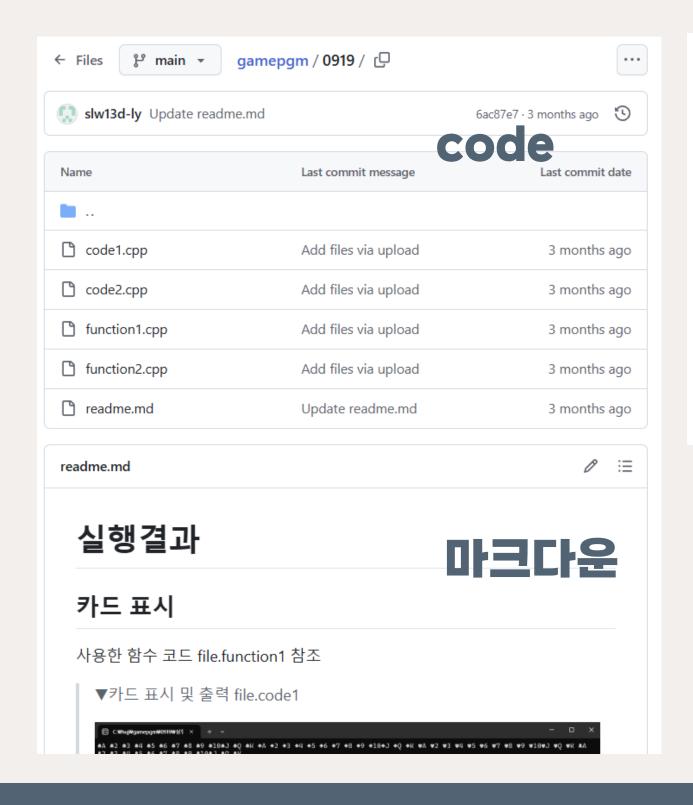


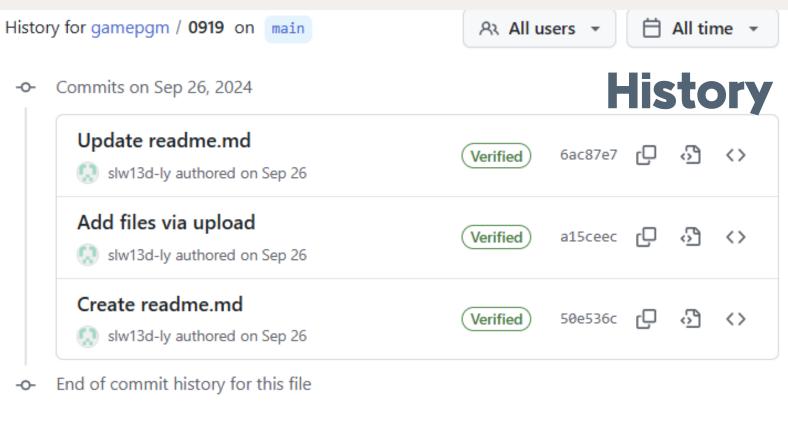
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TEXT 2 PARAGRAPH

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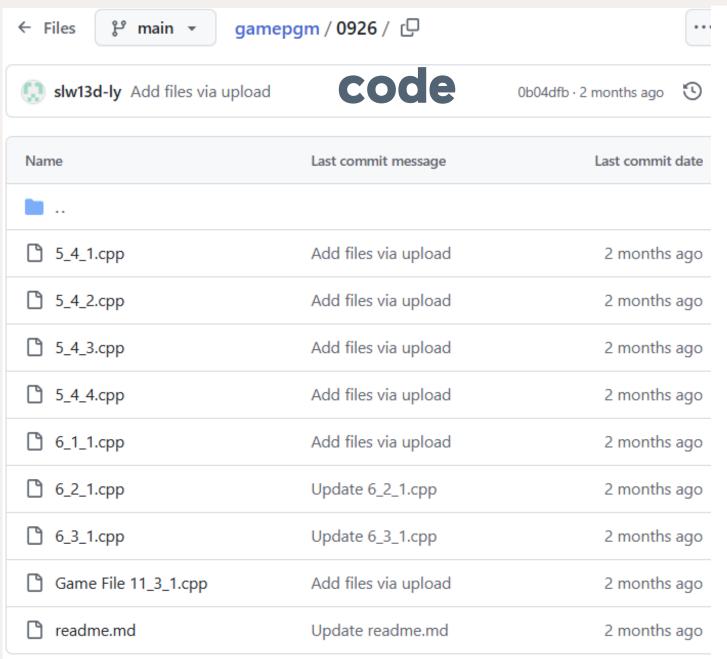




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## 0926 - 수업코드 정리





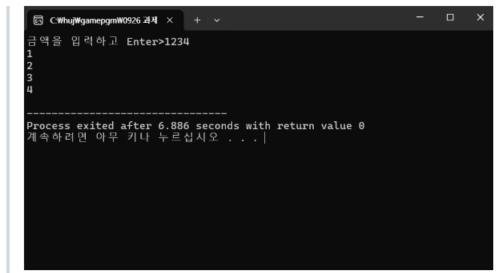
#### 실행결과

0926

마크다운

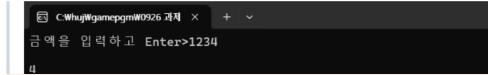
code. 5\_4\_1

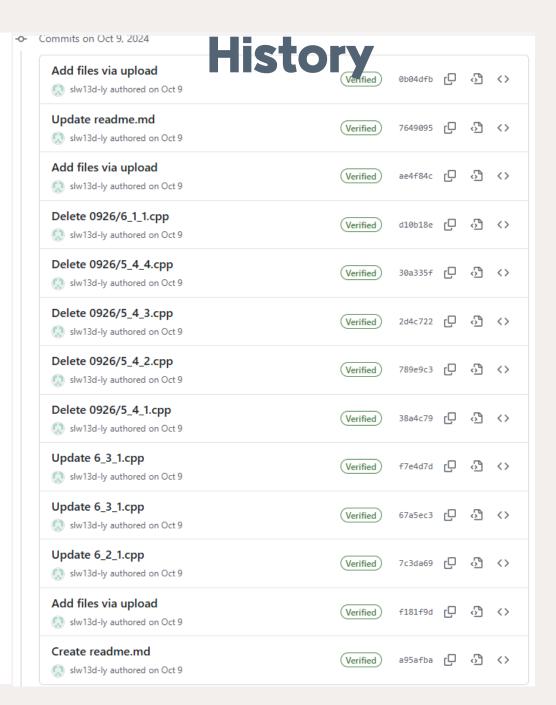
▼ 숫자 자리 수 분리 코드(입력될 숫자를 문자열로 처리)- 높은 단위부터 출력



code. 5\_4\_2

▼ 숫자 자리 수 분리 코드(입력될 숫자를 문자열로 처리)- 낮은 단위부터 출력

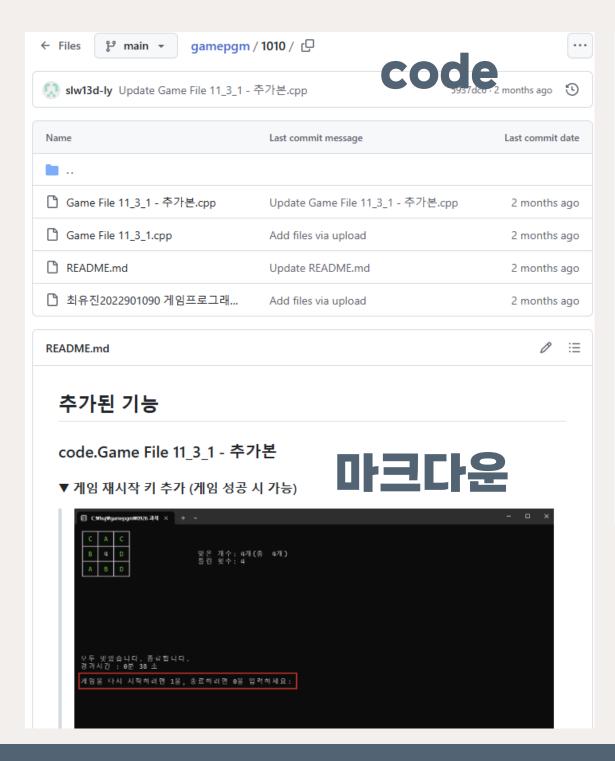


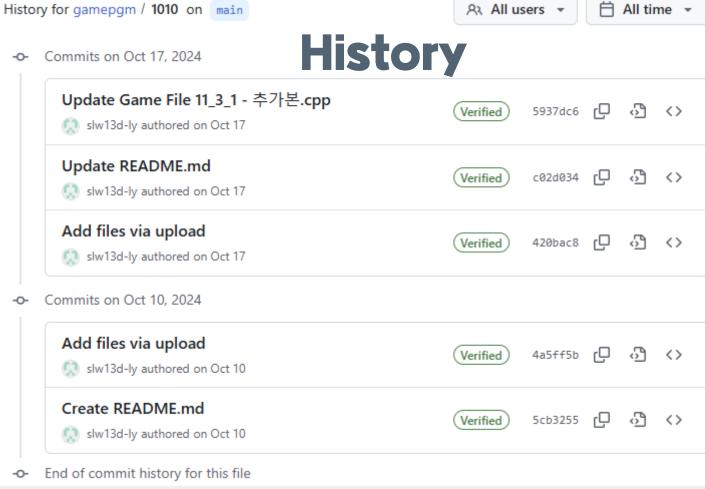


© KYUNGSUNG University TEXT 5 PARAGRAPH

### $\rightarrow$

## 1010 - C언어 게임 프로젝트





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1024 - 중간고사 **1117** – 유니티실습1 1121 - 유니티실습 2 1128 - 언리얼실습

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TEXT 1 SENTENCE

# 점수: 30 - 30점 만점 중 감점 0점

### 이유:

30점 만점 중

• 빠진 요소 하나 없고 시간에 맞춰 올렸기 때문에 최종 점수를 30 점이라 기재하였습니다.