

Chapter I. Visual C++?

Experience is the best teacher.

. 가 OS(), ,

1.1 C

C UNIX Ken Thompson B (BCPL ,
 B 가 type-less C standard type)
 1973 AT&T Bell Lab. Dennis Ritchie
 UNIX (OS) . C assembly ()
)가

C UNIX , UNIX 90%
 C . 1970 C UNIX
 , 1980 UNIX CP/M MS-
 DOS 가 C 가 가
 가 , , , 가 UNIX

AT & T Bjarne Stroustrup simulation()
 C++ C OOP(Object Orient Programming:
)
 class 가 . C++ 'Rick Mascitti' , C
 C 가 '+'
 . Visual C++ MS 가 C++
 complier .

1.2. C

' C 가?' “ 가?”

가 C . C .

FA(), OA(), GUI(Graphics User Interface), (system program), (Application program)

(UNIX) (SAS)가 C

(, Visual C++) assembly

. C 가

가 .

1.3 C

interpreter type BASIC compile compile (

가) .

(module) :

(subroutine procedure) .

가 ()가

가 , (debugging) , 가 .

가 : C 가 .
 가 (, ,)
 Pre-Processor : #define, #undef, #include, #if, #ifdef, #ifndef, #elif, #else, #endif, #line (macro) , , (in-line code)

(dynamic memory management):

:
 : C ,
 가

1.2 C C++

C++ OOP(Object Orient) .
 (C , Basic)
 ,
 가 , 가
 가 가
 ()
 , (. C 가)
 C++ Class OOP .
 "type"(int, float) .
 , 가
 . OOP(Object-Oriented-Project) 1960

SIMURA (object:)
 , (class:類) (上位) (下位)
 가 (送信) . 가
 .
 (instance) 가 가 .
 (技法)
 . C, Pascal, BASIC ,
 (procedure-oriented programming)가
 , ,
 ,
 가 ,
 ,
 ,

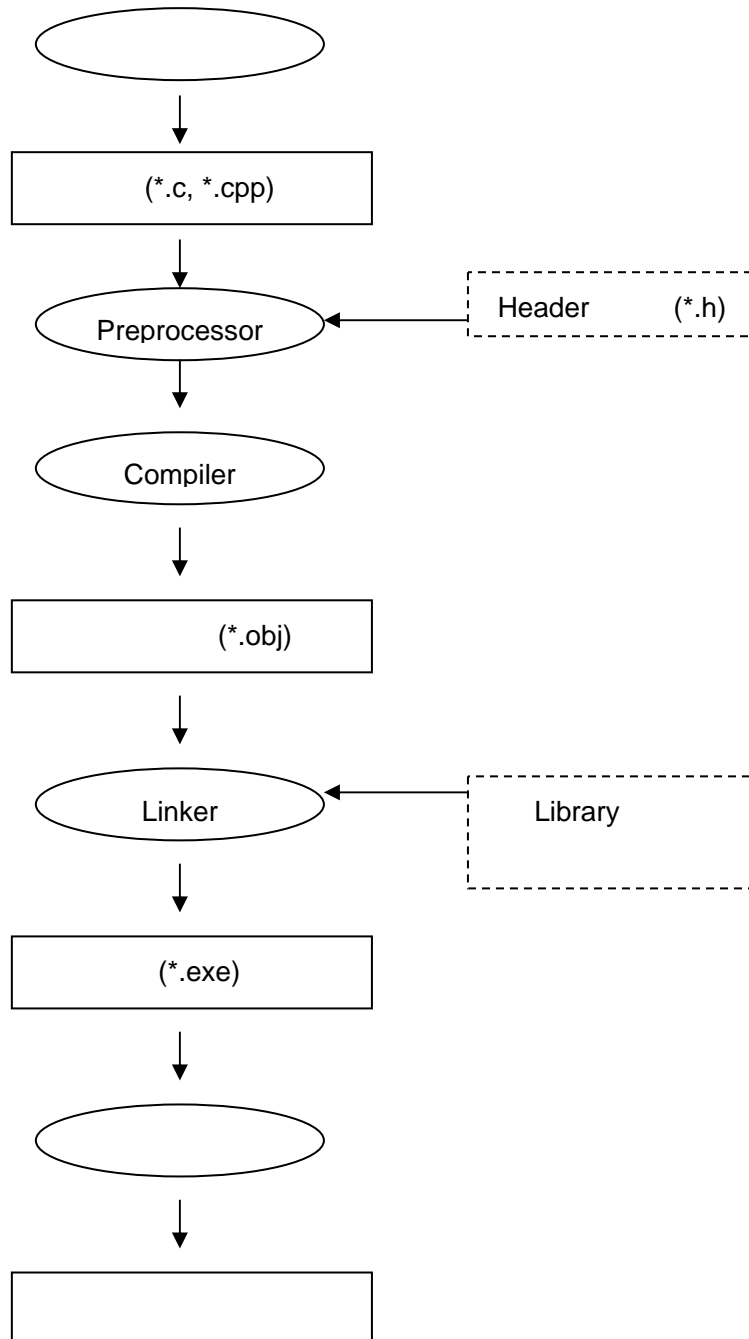
1.4 Visual C++

1.4.1

 가
 #include #define .
 C++
 가
 가
 (object file)
 (library)
 (standard function)

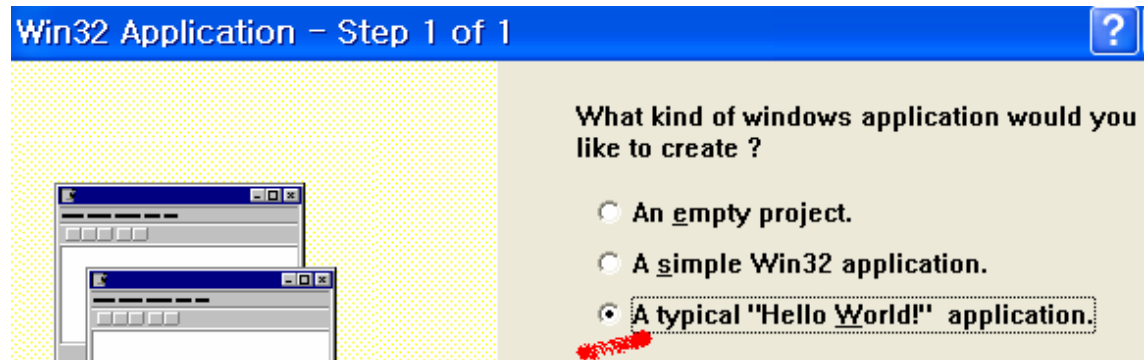
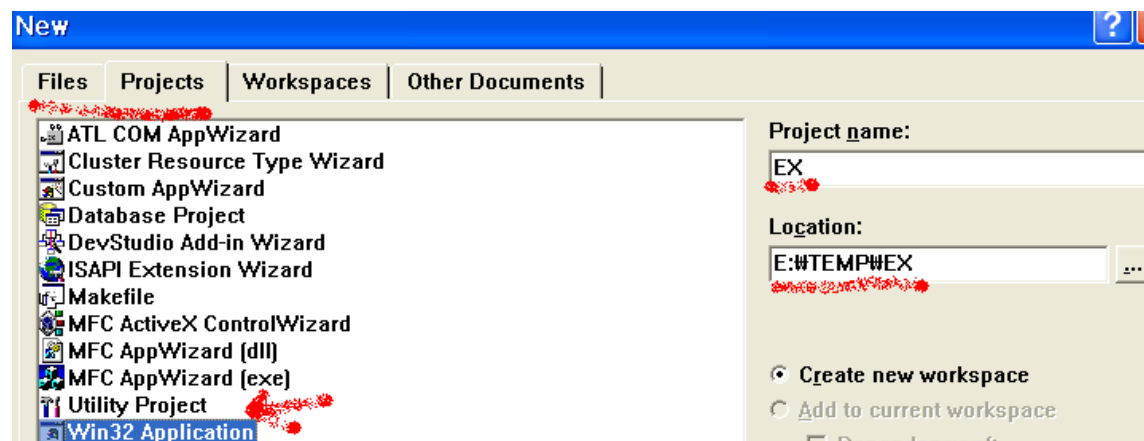
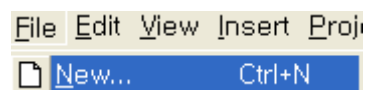
. Linker

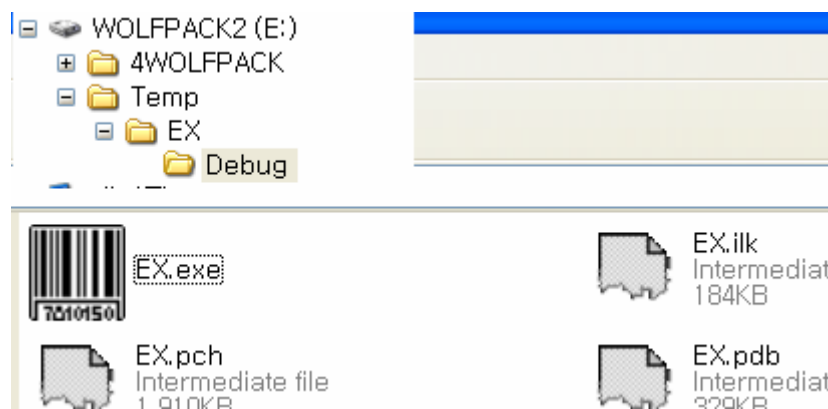
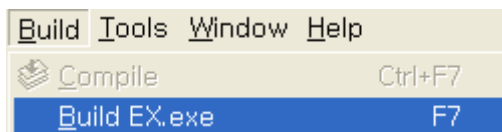
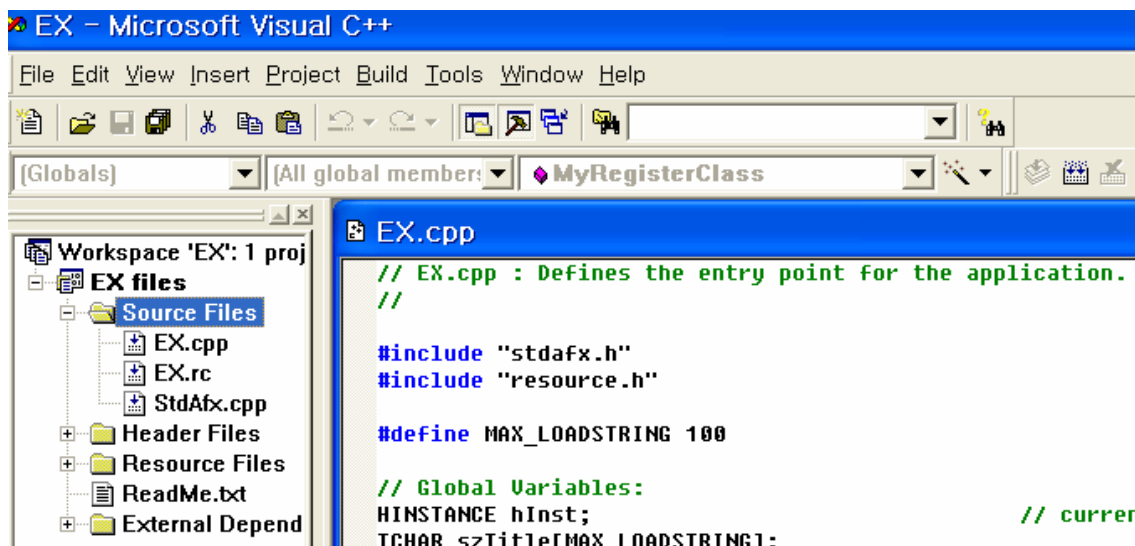
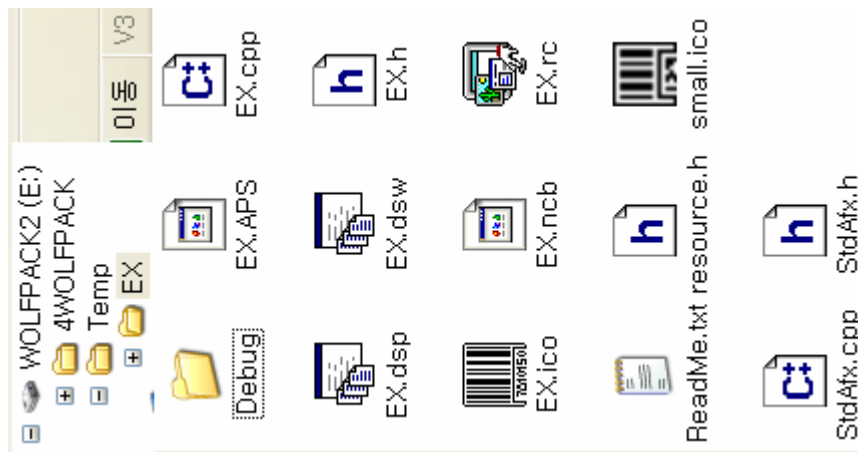
가 (executable file)



1.4.2 Visual C++

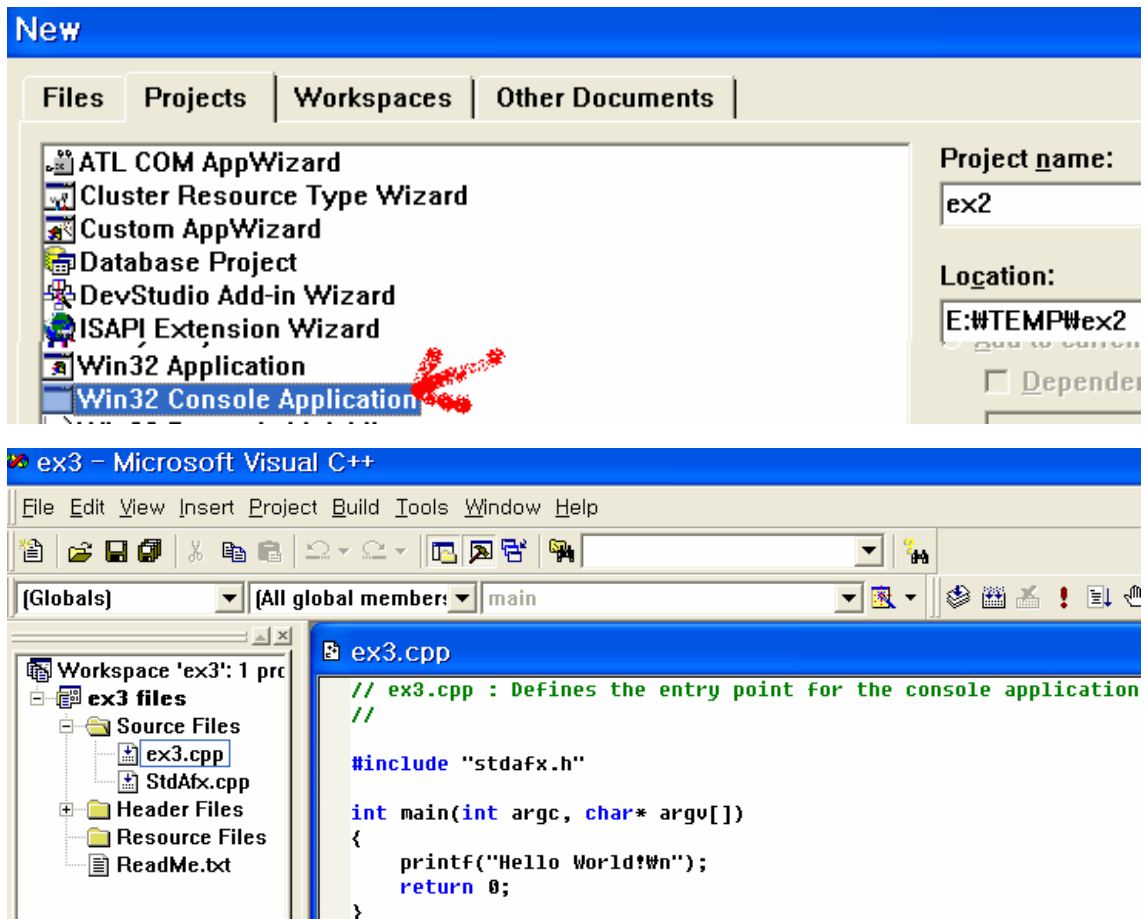
MS Visual Studio 6







Console(DOS)



Chapter II.

Experience is the best teacher.

2.1

(1) C main()

(2) main() “{” ”

(3) (statement) (line)
(indent)

(4) (;

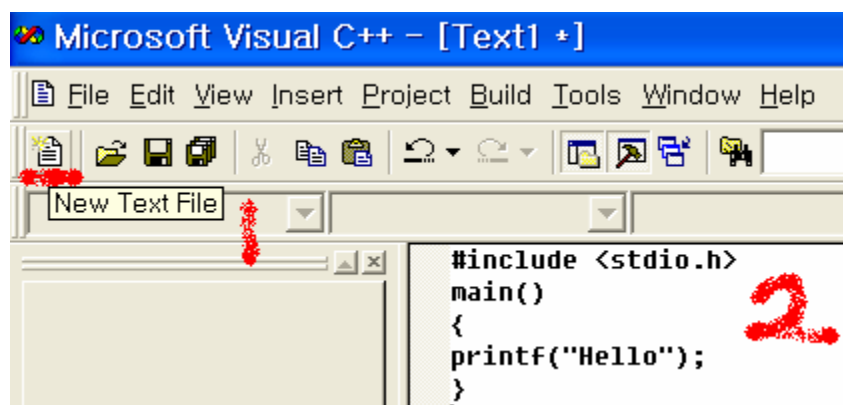
(5)

(6)

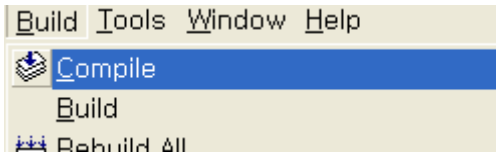
2.2.1

#include <stdio.h>	:	: standard input/output header
main()		
{		
printf("Hello");	:	: printf
}		

(1) (TEXT format) (raw)



(2) (compile)

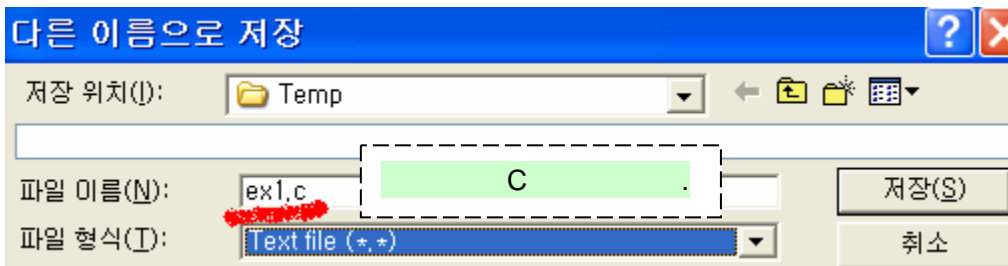
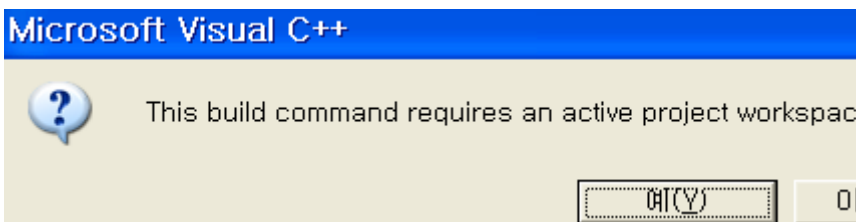


C++

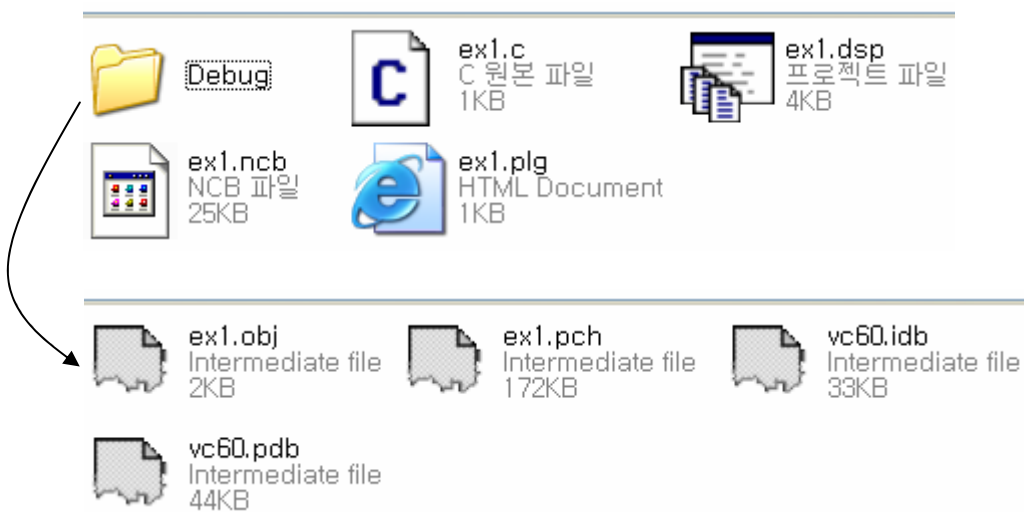
가

가

(object file)

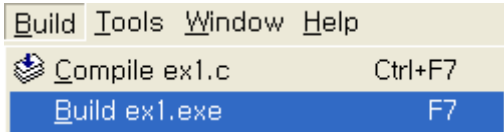


TEMP



(executable file, *.exe)

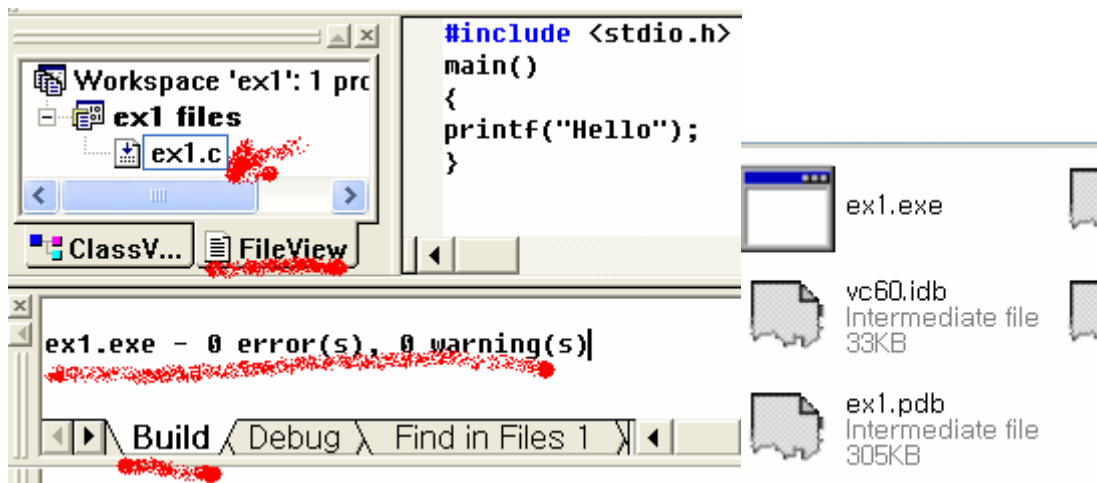
(3) Linker . Build .



가 . Linker

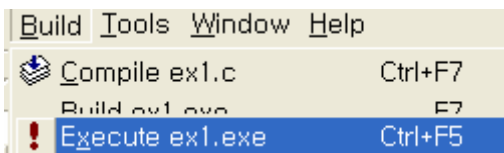
가 (executable file) .

가 DEBUG BUILD * .EXE가 BUILD . ERROR가 (warning)



BUILD 가 가 .

(4) . 명령 프롬프트 (DOS)



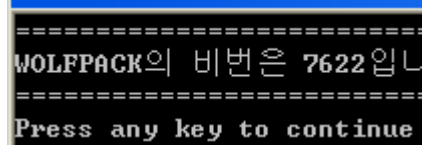


EXERCISE 2-1

: 0901_ID.C

. “\n” . (cursor)가

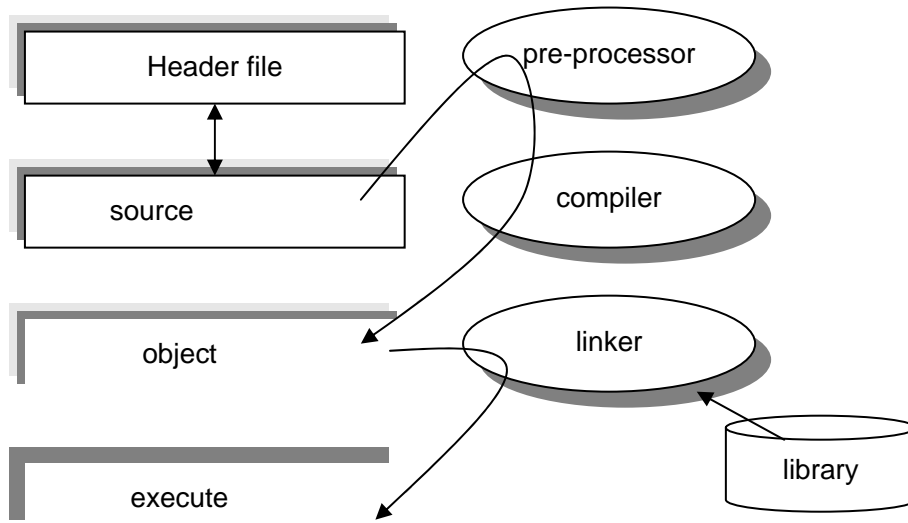
```
#include <stdio.h>
main()
{
printf("-----\n");
printf("WOLFPACK의 비번은 7622입니다\n");
printf("-----\n");
}
```



- (1) .
 - (2) 가 (*.c) (*.exe)
- . () 0901_ID.C 0901_ID.EXE

2.2.2 C

#include <stdio.h>	Header	(pre-processor) # include(source) define(macro)
main() { printf("Hello"); }	Body	C main() “{”, “}” (;) indent



- (1) Source 가 가 *C .
가
debugging Source 가 .
- (2) Object source exe .
가 printf
Library printf Link .
- (3) Execution .

2.2.3 C

Analysis:

Design: () 가 .
(flow chart)


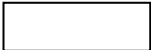
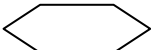
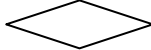
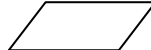
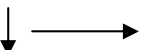
Coding:

Test: (bug)

Maintenance:

가
가
(algorithm)

(flow chart)

	Terminal()
	Process()
	Preparation()
	Decision()
	Input/Output()
	Flow line()

: n

