**학번 : 18 이름 : 정민재**

* **알고리즘**
1. 달팽이 위치 : x, 걸린 일수 : day
2. x = 0, day = 0
3. x = x + 55(cm)
4. [판단] x <= 300(cm)
	1. True [이동] 5.
	2. False [이동] 8.
5. x = x – 13(cm)
6. day = day + 1
7. x = x + 55(cm), [이동] 4.
8. [출력] x, day
9. 종료
10. **[출처]** [제어문 #2 switch ~ case (Busan Game Academy Programming)](http://cafe.naver.com/bgap/27) |**작성자** [석양](http://cafe.naver.com/bgap.cafe?iframe_url=/CafeMemberNetworkView.nhn%3Fm=view%26memberid=iksuckyang)
* **순서도**

