

```

#include "Board.h"
#include "Game.h"
#include "Player.h"
int main() {
    Board board;
    Player p1;
    Player p2;
    Game game;
    game.start();
    return 0;
}

```

```

#include "banking.h"
#include <iostream>
#include "Player.h"
using namespace std;


int main() {
    while (true) {
        Player p1, p2;
        cout << "Enter name for player 1: ";
        string n1;
        while (n1.empty()) {
            cout << "Enter name for player 1: ";
            n1 = getLine();
        }
        p1.setName(n1);

        Player p2;
        cout << "Enter name for player 2: ";
        string n2;
        while (n2.empty()) {
            cout << "Enter name for player 2: ";
            n2 = getLine();
        }
        p2.setName(n2);

        Bank b(p1, p2);
        b.run();
    }
    return 0;
}

```

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 C/C++: ... ✓

 cppdbg: ma..

main.cpp > ...

```
1  #include "GamblingGame.cpp"
2  #include <iostream>
3  #include "Player.cpp"
4  int main() {
5      std::string player1, player2;
6      std::cout << "Enter name for player 1: ";
7      std::cin >> player1;
8      std::cout << "Enter name for player 2: ";
9      std::cin >> player2;
10
11     GamblingGame game(player1, player2);
12     game.play();
13
14     return 0;
15 }
16
```

문제 출력 디버그 콘솔 터미널 포트

Microsoft Windows [Version 10.0.22631.4169]
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```
C:\Users\hongm\OneDrive\VisualStudio\Cplusplus\2024_2nd\project_2> cmd /C "c:\Users\hongm\.vscode\extensions\ms-vscode.cpptools-1.21.6
-win32-x64\debugAdapters\bin\WindowsDebugLauncher.exe --stdin=Microsoft-MIEngine-In-e4i1ivv.zut --stdout=Microsoft-MIEngine-Out-b
ugp1qim.5dt --stderr=Microsoft-MIEngine-Error-g1yrput5.nzm --pid=Microsoft-MIEngine-Pid-x1rx3hu3.b5z --dbgExe=C:\app\MinGW\mingw64
\bin\gdb.exe --interpreter=mi "
Enter name for player 1: Anonymous1
Enter name for player 2: 
```

main.cpp > ...

```
1  #include "GamblingGame.cpp"
2  #include <iostream>
3  #include "Player.cpp"
4  int main() {
5      std::string player1, player2;
6      std::cout << "Enter name for player 1: ";
7      std::cin >> player1;
8      std::cout << "Enter name for player 2: ";
9      std::cin >> player2;
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11     GamblingGame game(player1, player2);
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문제 출력 디버그 콘솔 터미널 포트

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```
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ugp1qim.5dt --stderr=Microsoft-MIEngine-Error-g1yrput5.nzm --pid=Microsoft-MIEngine-Pid-x1rx3hu3.b5z --dbgExe=C:\app\MinGW\mingw64
\bin\gdb.exe --interpreter=mi "
Enter name for player 1: Anonymous1
Enter name for player 2: Anonymous2
Anonymous1>> : <Enter>
1 2 0
Anonymous2>> : █
```

```
1  #include "GamblingGame.cpp"
2  #include <iostream>
3  #include "Player.cpp"
4  int main() {
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6      std::cout << "Enter name for player 1: ";
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11     GamblingGame game(player1, player2);
12     game.play();
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16
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문제 출력 디버그 콘솔 터미널 포트

```
1 0 1
Anonymous2>> :
<Enter>
2 1 0
Anonymous1>> :
<Enter>
2 2 1
Anonymous2>> :
<Enter>
2 2 2
Anonymous2 wins!
```

C:\Users\hongm\OneDrive\VisualStudio\Cplusplus\2024 2nd\project 2>