

```
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

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

```

#include "BankingSystem.hpp"
#include <iostream>
#include "Player.hpp"
int main() {
    std::string player1, player2;
    std::cout << "Enter name for player 1: ";
    std::cin >> player1;
    std::cout << "Enter name for player 2: ";
    std::cin >> player2;

    BankingSystem game(player1, player2);
    game.play();

    return 0;
}

```

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```

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 C/C++: ... ✓

 cppdbg: ma..

main.cpp > ...

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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() {
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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-e4ii1ivv.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: Anonymous2
Anonymous1>> : <Enter>
1 2 0
Anonymous2>> : █
```