



The screenshot displays the Visual Studio IDE with two main windows open:

Code Editor (MonsterWorldGame82.cpp)

```
#pragma once
#include "Canvas82.h"
#define INIT_ENERGY 100
#define ITEM_ENERGY 8

class Monster
{
public:
    string name, icon;
    int x, y, nItem;
    int nEnergy;

    void clip(int maxx, int maxy) {
        if (x < 0) x = 0;
        if (x >= maxx) x = maxx - 1;
        if (y < 0) y = 0;
        if (y >= maxy) y = maxy - 1;
    }

    void eat(int** map) {
        if (map[y][x] == 1)
        {
            map[y][x] = 0;
            nItem++;
            nEnergy += ITEM_ENERGY;
        }
        else if (nEnergy > 0) nEnergy--;
    }

public:
    static int nMonster;

    Monster(string n = "나괴물", string i = "*", int px = 0, int py = 0) :
        name(n), icon(i), x(px), y(py), nItem(0), nEnergy(INIT_ENERGY) {
        nMonster++;
    }

    ~Monster() {
        cout << "\t" << name << icon << "를러갑니다~~~\n";
    }
};
```

Solution Explorer

- Week8_Homework2
 - Monster
 - move(int ** map, int maxx, int maxy)

Microsoft Visual Studio Debug Console

```
[ Monster World (Dynamic World) ]

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. . . * .
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. . . . .
. . . § .
. . . . .

전체 이동 횟수 = 314
남은 아이템 수 = 0
몬스터※:35 E: 101
도깨비§:34 E: 92
별그대★:37 E: 119
전체 몬스터의 수 : 3
-----게임 종료-----
몬스터※를러갑니다~~~
도깨비§를러갑니다~~~
별그대★를러갑니다~~~

C:\Users\User#source#repos#Week8_Homework2#x64#Debug#Week8_Homework2.exe (process 8060) ex
Press any key to close this window . . .
```

Status Bar: 79 % No issues found

The screenshot displays a C++ IDE with the following components:

- Editor Tabs:** MonsterWorldGame82.cpp, MonsterWorld82.h, **Monster82.h** (active), Canvas82.h, Matrix82.h.
- Editor Content (Monster82.h):**

```
36     nMonster--;  
37 }  
38 int getEnergy() { return nEnergy; }  
39 void draw(Canvas& canvas) { canvas.draw(x, y, icon); }  
40 void move(int** map, int maxx, int maxy) {  
41     switch (rand() % 8) {  
42     {  
43         case 0: y--; break;  
44         case 1: x++; y--; break;  
45         case 2: x++; break;  
46         case 3: x++; y++; break;  
47         case 4: y++; break;  
48         case 5: x--; y++; break;  
49         case 6: x--; break;  
50         case 7: x--; y--; break;  
51     }  
52     clip(maxx, maxy);  
53     eat(map);  
54 }  
55 void print() {  
56     cout << "\t" << name << icon << " " << nItem << " E: " << nEnergy << endl;  
57 }  
58 };
```
- Solution Explorer:** Shows the project structure for 'Week8_Homework2'.
 - References
 - External Dependencies
 - Header Files
 - Canvas82.h
 - Matrix82.h
 - Monster82.h** (selected)
 - MonsterWorld82.h
 - Resource Files
 - Source Files
 - MonsterWorldGame82.cpp
- Status Bar:** 79 % zoom, No issues found, Line 26, Column 3, Column 6, TABS, CRLF.

전체 몬스터의 수 : 3

Solution Explorer



전체 이 동 횟 수 = 361
 남은 아이 템 수 = 1
 몬스터 ※ : 36 E: 63
 도깨비 § : 29 E: 0
 별그대 ★ : 55 E: 234
 전체 몬스터의 수 : 3
 도깨비 § 물러갑니다
 Monster 하나가 굶어 죽습니다

Solution Explorer

전체 이동 횟수 = 483
남은 아이템 수 = 1
별그대★:55 E: 112
전체 몬스터의 수 : 1
