```cpp
1  #include "ZombieAI.h"
2  #include <iostream>
3  #include <string>
4  using namespace std;
5
6      ZombieAI::ZombieAI() {
7          //This class includes both player and zombie stats
8          char input = '-';
9          ZombieAIname = "Zombie";
10         ZombieAIhealth = 100;
11         ZombieAIweaponname = "hands";
12         ZombieAIweapondamage = 5;
13         ZombieAIweapondamagebase = ZombieAIweapondamage;
14         playername = "Jeff";
15         playerhealth = 100;
16         playerweaponname = "Sword";
17         playerweapondamage = 9;
18         inventoryslotposition = 0;
19         inventoryslotnameposition = 0;
20         inventoryslot = 0;
21     }
22
23     int ZombieAI::AddItemToInventoryValue(int item) {
24         //This adds an item to a players inventory which is represented by an ⮐
               array
25
26         playerinventorynumbers[inventoryslotposition] = item;
27
28         inventoryslotposition++;
29
30         return item;
31
32
33
34     }
35     string ZombieAI::AddItemToInventoryName(string itemname) {
36         //This adds the name of the item being added into a string array
37         playerinventorynames[inventoryslotnameposition] = itemname;
38
39         inventoryslotnameposition++;
40         return itemname;
41     }
42     void ZombieAI::ShowInventory(void) {
43         //This displays the inventory to the player
44         inventoryslot = 0;
45         while (inventoryslot < inventoryslotposition) {
46             cout << inventoryslot + 1 << ".)" << playerinventorynames        ⮐
                   [inventoryslot] << ":" << playerinventorynumbers[inventoryslot] ⮐
                     << endl;
47             inventoryslot++;
48
49
50         }
```

```cpp
51      }
52  void ZombieAI::ChangeItem(void) {
53      //This function allows the player to change thier weapon and shows    ⇁
            the damage difference
54      ShowInventory();
55      cout << "Select the slot number to change weapons" << endl;
56
57      cin >> input;
58      if (input <= inventoryslot) {
59          int itemselected = input;
60          cout << "Previous Weapon Damage:" << playerweapondamage << endl;
61          playerweapondamage = playerinventorynumbers[itemselected-1];
62          cout << "Current Weapon Damage:" << playerweapondamage << endl;
63
64      }
65      else {
66          ChangeItem();
67      }
68  }
69
```