#include "stdafx.h"

#include "testClass.h"

testClass::testClass()

{

}

testClass::~testClass()

{

}

HRESULT testClass::init()

{

\_back = IMAGEMANAGER->findImage("집안일배경");

\_friends.push\_back(IMAGEMANAGER->findImage("집안일선생"));

\_princess = IMAGEMANAGER->findImage("집안일공주");

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 2;

\_friends[0]->setFrameX(0);

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 2, \_endF = 7;

\_friends[0]->setFrameX(1);

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 8, \_endF = 9;

\_friends[0]->setFrameX(1);

\_typeStr = "농땡이";

break;

}

\_day = \_success = \_count = \_frameCount = 0;

\_gold = 10;

\_dayOfWeek = MON;

\_frameX = \_startF;

return S\_OK;

}

void testClass::update()

{

if (\_day >= 10) return;

\_count++;

if (!(\_count % 30))

{

\_count = 0;

\_frameCount++;

if (\_frameX >= \_endF) \_frameX = \_startF;

else

\_frameX++;

if (\_frameCount == 3)

{

\_day++;

\_frameCount = 0;

switch (\_dayOfWeek)

{

case MON:

\_dayOfWeek = TUE;

break;

case TUE:

\_dayOfWeek = WED;

break;

case WED:

\_dayOfWeek = THU;

break;

case THU:

\_dayOfWeek = FRI;

break;

case FRI:

\_dayOfWeek = SAT;

break;

case SAT:

\_dayOfWeek = SUN;

break;

case SUN:

\_dayOfWeek = MON;

break;

}

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 2;

\_friends[0]->setFrameX(0);

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 2, \_endF = 7;

\_friends[0]->setFrameX(1);

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 8, \_endF = 9;

\_friends[0]->setFrameX(1);

\_typeStr = "농땡이";

break;

}

}

}

if (\_day == 10)

{

\_typeStr = "끝";

}

}

void testClass::render()

{

\_back->render(DC, 0, 0);

\_friends[0]->frameRender(DC, 89, 43, \_friends[0]->getFrameX(), 0);

\_princess->frameRender(DC, 300, 42, \_frameX, 0);

char str[128];

sprintf\_s(str, "%d %d", \_ptMouse.x, \_ptMouse.y);

TextOut(DC, 700, 500, str, strlen(str));

sprintf\_s(str, "횟수 : %d", \_day);

TextOut(DC, 600, 500, str, strlen(str));

TextOut(DC, 600, 550, \_typeStr.c\_str(), strlen(\_typeStr.c\_str()));

}

void testClass::release()

{

}

#include "stdafx.h"

#include "testClass.h"

testClass::testClass()

{

}

testClass::~testClass()

{

}

HRESULT testClass::init()

{

\_back = IMAGEMANAGER->findImage("보모배경");

\_friends.push\_back(IMAGEMANAGER->findImage("보모선생"));

\_friends.push\_back(IMAGEMANAGER->findImage("보모친구1"));

\_princess = IMAGEMANAGER->findImage("보모공주");

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 3;

\_friends[0]->setFrameX(0);

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 4, \_endF = 7;

\_friends[0]->setFrameX(1);

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 8, \_endF = 9;

\_friends[0]->setFrameX(1);

\_typeStr = "농땡이";

break;

}

\_day = \_success = \_count = \_frameCount = 0;

\_gold = 10;

\_dayOfWeek = MON;

\_frameX = \_startF;

return S\_OK;

}

void testClass::update()

{

if (\_day >= 10) return;

\_count++;

if (!(\_count % 30))

{

\_count = 0;

\_frameCount++;

for (int i = 0; i < \_friends.size(); i++)

{

if (\_friends[i]->getFrameX() < \_friends[i]->getMaxFrameX())

\_friends[i]->setFrameX(\_friends[i]->getFrameX() + 1);

else

\_friends[i]->setFrameX(0);

}

if (\_frameX >= \_endF) \_frameX = \_startF;

else

\_frameX++;

if (\_frameCount == 3)

{

\_day++;

\_frameCount = 0;

switch (\_dayOfWeek)

{

case MON:

\_dayOfWeek = TUE;

break;

case TUE:

\_dayOfWeek = WED;

break;

case WED:

\_dayOfWeek = THU;

break;

case THU:

\_dayOfWeek = FRI;

break;

case FRI:

\_dayOfWeek = SAT;

break;

case SAT:

\_dayOfWeek = SUN;

break;

case SUN:

\_dayOfWeek = MON;

break;

}

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 3;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 4, \_endF = 7;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 8, \_endF = 9;

\_friends[0]->setFrameX(1);

\_typeStr = "농땡이";

break;

}

}

}

if (\_day == 10)

{

\_typeStr = "끝";

}

}

void testClass::render()

{

\_back->render(DC, 0, 0);

\_friends[0]->frameRender(DC, 320, 43, \_friends[0]->getFrameX(), 0);

\_friends[1]->frameRender(DC, 250, 44, \_friends[1]->getFrameX(), 0);

\_princess->frameRender(DC, 50, 43, \_frameX, 0);

char str[128];

sprintf\_s(str, "%d %d", \_ptMouse.x, \_ptMouse.y);

TextOut(DC, 700, 500, str, strlen(str));

sprintf\_s(str, "횟수 : %d", \_day);

TextOut(DC, 600, 500, str, strlen(str));

TextOut(DC, 600, 550, \_typeStr.c\_str(), strlen(\_typeStr.c\_str()));

}

void testClass::release()

{

}

#include "stdafx.h"

#include "testClass.h"

testClass::testClass()

{

}

testClass::~testClass()

{

}

HRESULT testClass::init()

{

\_back = IMAGEMANAGER->findImage("여관배경");

\_friends.push\_back(IMAGEMANAGER->findImage("여관선생"));

\_friends.push\_back(IMAGEMANAGER->findImage("여관닭"));

\_friends.push\_back(IMAGEMANAGER->findImage("여관이불"));

\_princess = IMAGEMANAGER->findImage("여관공주");

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 3;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 4, \_endF = 8;

\_typeStr = "조는중";

\_friends[2]->setFrameX(0);

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 9, \_endF = 10;

\_typeStr = "농땡이";

break;

}

\_day = \_success = \_count = \_frameCount = 0;

\_gold = 10;

\_dayOfWeek = MON;

\_frameX = \_startF;

return S\_OK;

}

void testClass::update()

{

if (\_day >= 10) return;

\_count++;

if (!(\_count % 30))

{

\_count = 0;

\_frameCount++;

for (int i = 0; i < \_friends.size(); i++)

{

if (\_friends[i]->getFrameX() < \_friends[i]->getMaxFrameX())

\_friends[i]->setFrameX(\_friends[i]->getFrameX() + 1);

else

\_friends[i]->setFrameX(0);

}

if (\_frameX >= \_endF) \_frameX = \_startF;

else

\_frameX++;

if (\_typeStr == "조는중" && \_frameX >= 5)

{

if (\_friends[2]->getFrameX() < \_friends[2]->getMaxFrameX())

{

\_friends[2]->setFrameX(\_friends[2]->getFrameX() + 1);

}

}

if (\_frameCount == 3)

{

\_day++;

\_frameCount = 0;

switch (\_dayOfWeek)

{

case MON:

\_dayOfWeek = TUE;

break;

case TUE:

\_dayOfWeek = WED;

break;

case WED:

\_dayOfWeek = THU;

break;

case THU:

\_dayOfWeek = FRI;

break;

case FRI:

\_dayOfWeek = SAT;

break;

case SAT:

\_dayOfWeek = SUN;

break;

case SUN:

\_dayOfWeek = MON;

break;

}

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 3;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 4, \_endF = 8;

\_typeStr = "조는중";

\_friends[2]->setFrameX(0);

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 9, \_endF = 10;

\_typeStr = "농땡이";

break;

}

\_frameX = \_startF;

}

}

if (\_day == 10)

{

\_typeStr = "끝";

}

}

void testClass::render()

{

\_back->render(DC, 0, 0);

\_friends[0]->frameRender(DC, 0, 43, \_friends[0]->getFrameX(), 0);

\_friends[1]->frameRender(DC, 250, 44, \_friends[1]->getFrameX(), 0);

if(\_typeStr == "농땡이")

\_princess->frameRender(DC, 170, 42, \_frameX, 0);

else

{

\_princess->frameRender(DC, 170, 0, \_frameX, 0);

if (\_typeStr == "조는중")

{

\_friends[2]->frameRender(DC, 200, 50, \_friends[2]->getFrameX(), 0);

}

}

char str[128];

sprintf\_s(str, "%d %d", \_ptMouse.x, \_ptMouse.y);

TextOut(DC, 700, 500, str, strlen(str));

sprintf\_s(str, "횟수 : %d", \_day);

TextOut(DC, 600, 500, str, strlen(str));

TextOut(DC, 600, 550, \_typeStr.c\_str(), strlen(\_typeStr.c\_str()));

}

void testClass::release()

{

}

#include "stdafx.h"

#include "testClass.h"

testClass::testClass()

{

}

testClass::~testClass()

{

}

HRESULT testClass::init()

{

\_back = IMAGEMANAGER->findImage("농장배경");

\_friends.push\_back(IMAGEMANAGER->findImage("농장선생"));

\_friends.push\_back(IMAGEMANAGER->findImage("농장오리"));

\_friends.push\_back(IMAGEMANAGER->findImage("농장풍차1"));

\_friends.push\_back(IMAGEMANAGER->findImage("농장풍차2"));

\_friends.push\_back(IMAGEMANAGER->findImage("말머리"));

\_friends.push\_back(IMAGEMANAGER->findImage("말궁둥이"));

\_princess = IMAGEMANAGER->findImage("농장공주");

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 4;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 5, \_endF = 9;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 10, \_endF = 11;

\_typeStr = "농땡이";

break;

}

\_day = \_success = \_count = \_frameCount = 0;

\_gold = 10;

\_dayOfWeek = MON;

\_frameX = \_startF;

return S\_OK;

}

void testClass::update()

{

if (\_day >= 10) return;

\_count++;

if (!(\_count % 30))

{

\_count = 0;

for (int i = 0; i < \_friends.size(); i++)

{

if (\_friends[i]->getFrameX() < \_friends[i]->getMaxFrameX())

\_friends[i]->setFrameX(\_friends[i]->getFrameX() + 1);

else

\_friends[i]->setFrameX(0);

}

if (\_frameX >= \_endF)

{

\_frameCount++;

\_frameX = \_startF;

}

else

\_frameX++;

if (\_frameCount == 1)

{

\_day++;

\_frameCount = 0;

switch (\_dayOfWeek)

{

case MON:

\_dayOfWeek = TUE;

break;

case TUE:

\_dayOfWeek = WED;

break;

case WED:

\_dayOfWeek = THU;

break;

case THU:

\_dayOfWeek = FRI;

break;

case FRI:

\_dayOfWeek = SAT;

break;

case SAT:

\_dayOfWeek = SUN;

break;

case SUN:

\_dayOfWeek = MON;

break;

}

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 4;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 5, \_endF = 9;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 10, \_endF = 11;

\_typeStr = "농땡이";

break;

}

\_frameX = \_startF;

}

}

if (\_day == 10)

{

\_typeStr = "끝";

}

}

void testClass::render()

{

\_back->render(DC, 0, 0);

\_friends[0]->frameRender(DC, 10, 43, \_friends[0]->getFrameX(), 0);

\_friends[1]->frameRender(DC, 250, 44, \_friends[1]->getFrameX(), 0);

\_friends[2]->frameRender(DC, 80, 40, \_friends[2]->getFrameX(), 0);

\_friends[3]->frameRender(DC, 130, 40, \_friends[3]->getFrameX(), 0);

\_friends[4]->frameRender(DC, 300, 44, \_friends[4]->getFrameX(), 0);

\_friends[5]->frameRender(DC, 350, 44, \_friends[5]->getFrameX(), 0);

\_princess->frameRender(DC, 100, 42, \_frameX, 0);

char str[128];

sprintf\_s(str, "%d %d", \_ptMouse.x, \_ptMouse.y);

TextOut(DC, 700, 500, str, strlen(str));

sprintf\_s(str, "횟수 : %d", \_day);

TextOut(DC, 600, 500, str, strlen(str));

TextOut(DC, 600, 550, \_typeStr.c\_str(), strlen(\_typeStr.c\_str()));

}

void testClass::release()

{

}

#include "stdafx.h"

#include "testClass.h"

testClass::testClass()

{

}

testClass::~testClass()

{

}

HRESULT testClass::init()

{

\_back = IMAGEMANAGER->findImage("성당배경");

\_friends.push\_back(IMAGEMANAGER->findImage("성당선생"));

\_friends.push\_back(IMAGEMANAGER->findImage("성당책상"));

\_princess = IMAGEMANAGER->findImage("성당공주");

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 3;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 4, \_endF = 5;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 6, \_endF = 7;

\_typeStr = "농땡이";

break;

}

\_day = \_success = \_count = \_frameCount = 0;

\_gold = 10;

\_dayOfWeek = MON;

\_frameX = \_startF;

return S\_OK;

}

void testClass::update()

{

if (\_day >= 10) return;

\_count++;

if (!(\_count % 30))

{

\_count = 0;

for (int i = 0; i < \_friends.size(); i++)

{

if (\_friends[i]->getFrameX() < \_friends[i]->getMaxFrameX())

\_friends[i]->setFrameX(\_friends[i]->getFrameX() + 1);

else

\_friends[i]->setFrameX(0);

}

if (\_frameX >= \_endF)

{

\_frameCount++;

\_frameX = \_startF;

}

else

\_frameX++;

if (\_frameCount == 1)

{

\_day++;

\_frameCount = 0;

switch (\_dayOfWeek)

{

case MON:

\_dayOfWeek = TUE;

break;

case TUE:

\_dayOfWeek = WED;

break;

case WED:

\_dayOfWeek = THU;

break;

case THU:

\_dayOfWeek = FRI;

break;

case FRI:

\_dayOfWeek = SAT;

break;

case SAT:

\_dayOfWeek = SUN;

break;

case SUN:

\_dayOfWeek = MON;

break;

}

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 3;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 4, \_endF = 5;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 6, \_endF = 7;

\_typeStr = "농땡이";

break;

}

\_frameX = \_startF;

}

}

if (\_day == 10)

{

\_typeStr = "끝";

}

}

void testClass::render()

{

\_back->render(DC, 0, 0);

\_friends[0]->frameRender(DC, 300, 43, \_friends[0]->getFrameX(), 0);

\_friends[1]->render(DC, 250, 43);

\_princess->frameRender(DC, 100, 42, \_frameX, 0);

char str[128];

sprintf\_s(str, "%d %d", \_ptMouse.x, \_ptMouse.y);

TextOut(DC, 700, 500, str, strlen(str));

sprintf\_s(str, "횟수 : %d", \_day);

TextOut(DC, 600, 500, str, strlen(str));

TextOut(DC, 600, 550, \_typeStr.c\_str(), strlen(\_typeStr.c\_str()));

}

void testClass::release()

{

}

#include "stdafx.h"

#include "testClass.h"

testClass::testClass()

{

}

testClass::~testClass()

{

}

HRESULT testClass::init()

{

\_back = IMAGEMANAGER->findImage("레스토랑배경");

\_friends.push\_back(IMAGEMANAGER->findImage("레스토랑불"));

\_friends.push\_back(IMAGEMANAGER->findImage("레스토랑선생"));

\_friends.push\_back(IMAGEMANAGER->findImage("레스토랑친구1"));

\_friends.push\_back(IMAGEMANAGER->findImage("레스토랑친구2"));

\_friends.push\_back(IMAGEMANAGER->findImage("레스토랑친구3"));

\_princess = IMAGEMANAGER->findImage("레스토랑공주");

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 1;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 2, \_endF = 3;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 4, \_endF = 5;

\_typeStr = "농땡이";

break;

}

\_day = \_success = \_count = \_frameCount = 0;

\_gold = 10;

\_dayOfWeek = MON;

\_frameX = \_startF;

return S\_OK;

}

void testClass::update()

{

if (\_day >= 10) return;

\_count++;

if (!(\_count % 30))

{

\_count = 0;

for (int i = 0; i < \_friends.size(); i++)

{

if (\_friends[i]->getFrameX() < \_friends[i]->getMaxFrameX())

\_friends[i]->setFrameX(\_friends[i]->getFrameX() + 1);

else

\_friends[i]->setFrameX(0);

}

if (\_frameX >= \_endF)

{

\_frameCount++;

\_frameX = \_startF;

}

else

\_frameX++;

if (\_frameCount == 3)

{

\_day++;

\_frameCount = 0;

switch (\_dayOfWeek)

{

case MON:

\_dayOfWeek = TUE;

break;

case TUE:

\_dayOfWeek = WED;

break;

case WED:

\_dayOfWeek = THU;

break;

case THU:

\_dayOfWeek = FRI;

break;

case FRI:

\_dayOfWeek = SAT;

break;

case SAT:

\_dayOfWeek = SUN;

break;

case SUN:

\_dayOfWeek = MON;

break;

}

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 1;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 2, \_endF = 3;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 4, \_endF = 5;

\_typeStr = "농땡이";

break;

}

\_frameX = \_startF;

}

}

if (\_day == 10)

{

\_typeStr = "끝";

}

}

void testClass::render()

{

\_back->render(DC, 0, 0);

\_friends[0]->frameRender(DC, 100, 43, \_friends[0]->getFrameX(), 0);

\_friends[1]->frameRender(DC, 100, 43, \_friends[1]->getFrameX(), 0);

\_friends[2]->frameRender(DC, 200, 43, \_friends[2]->getFrameX(), 0);

\_friends[3]->frameRender(DC, 280, 43, \_friends[3]->getFrameX(), 0);

\_friends[4]->frameRender(DC, 330, 43, \_friends[4]->getFrameX(), 0);

\_princess->frameRender(DC, 50, 42, \_frameX, 0);

char str[128];

sprintf\_s(str, "%d %d", \_ptMouse.x, \_ptMouse.y);

TextOut(DC, 700, 500, str, strlen(str));

sprintf\_s(str, "횟수 : %d", \_day);

TextOut(DC, 600, 500, str, strlen(str));

TextOut(DC, 600, 550, \_typeStr.c\_str(), strlen(\_typeStr.c\_str()));

}

void testClass::release()

{

}

#include "stdafx.h"

#include "testClass.h"

testClass::testClass()

{

}

testClass::~testClass()

{

}

HRESULT testClass::init()

{

\_back = IMAGEMANAGER->findImage("나무꾼배경");

\_friends.push\_back(IMAGEMANAGER->findImage("나무꾼선생"));

\_friends.push\_back(IMAGEMANAGER->findImage("나무꾼친구1"));

\_friends.push\_back(IMAGEMANAGER->findImage("나무꾼친구2"));

\_princess = IMAGEMANAGER->findImage("나무꾼공주");

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 4;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 0, \_endF = 9;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 11, \_endF = 12;

\_typeStr = "농땡이";

break;

}

\_day = \_success = \_count = \_frameCount = 0;

\_gold = 10;

\_dayOfWeek = MON;

\_frameX = \_startF;

return S\_OK;

}

void testClass::update()

{

if (\_day >= 10) return;

\_count++;

if (!(\_count % 30))

{

\_count = 0;

for (int i = 0; i < \_friends.size(); i++)

{

if (\_friends[i]->getFrameX() < \_friends[i]->getMaxFrameX())

\_friends[i]->setFrameX(\_friends[i]->getFrameX() + 1);

else

\_friends[i]->setFrameX(0);

}

if (\_frameX >= \_endF)

{

\_frameCount++;

\_frameX = \_startF;

}

else

\_frameX++;

if (\_frameCount == 3)

{

\_day++;

\_frameCount = 0;

switch (\_dayOfWeek)

{

case MON:

\_dayOfWeek = TUE;

break;

case TUE:

\_dayOfWeek = WED;

break;

case WED:

\_dayOfWeek = THU;

break;

case THU:

\_dayOfWeek = FRI;

break;

case FRI:

\_dayOfWeek = SAT;

break;

case SAT:

\_dayOfWeek = SUN;

break;

case SUN:

\_dayOfWeek = MON;

break;

}

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 7;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 0, \_endF = 9;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 11, \_endF = 12;

\_typeStr = "농땡이";

break;

}

\_frameX = \_startF;

}

}

if (\_day == 10)

{

\_typeStr = "끝";

}

}

void testClass::render()

{

\_back->render(DC, 0, 0);

\_friends[0]->frameRender(DC, 330, 20, \_friends[0]->getFrameX(), 0);

\_friends[1]->frameRender(DC, 200, 43, \_friends[1]->getFrameX(), 0);

\_friends[2]->frameRender(DC, 0, 43, \_friends[2]->getFrameX(), 0);

\_princess->frameRender(DC, 80, 42, \_frameX, 0);

IMAGEMANAGER->findImage("나무꾼풀")->render(DC, 0, 108);

char str[128];

sprintf\_s(str, "%d %d", \_ptMouse.x, \_ptMouse.y);

TextOut(DC, 700, 500, str, strlen(str));

sprintf\_s(str, "횟수 : %d", \_day);

TextOut(DC, 600, 500, str, strlen(str));

TextOut(DC, 600, 550, \_typeStr.c\_str(), strlen(\_typeStr.c\_str()));

}

void testClass::release()

{

}

#include "stdafx.h"

#include "testClass.h"

testClass::testClass()

{

}

testClass::~testClass()

{

}

HRESULT testClass::init()

{

\_back = IMAGEMANAGER->findImage("미용실배경");

\_friends.push\_back(IMAGEMANAGER->findImage("미용실선생"));

\_friends.push\_back(IMAGEMANAGER->findImage("미용실친구1"));

\_friends.push\_back(IMAGEMANAGER->findImage("미용실친구2"));

\_friends.push\_back(IMAGEMANAGER->findImage("미용실친구3"));

\_princess = IMAGEMANAGER->findImage("미용실공주");

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 3;

\_typeStr = "공부중";

\_friends[1]->setFrameY(0);

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 4, \_endF = 7;

\_typeStr = "조는중";

\_friends[1]->setFrameY(1);

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 8, \_endF = 9;

\_typeStr = "농땡이";

\_friends[1]->setFrameY(1);

break;

}

\_day = \_success = \_count = \_frameCount = 0;

\_gold = 10;

\_dayOfWeek = MON;

\_frameX = \_startF;

return S\_OK;

}

void testClass::update()

{

if (\_day >= 10) return;

\_count++;

if (!(\_count % 30))

{

\_count = 0;

for (int i = 0; i < \_friends.size(); i++)

{

if (\_friends[i]->getFrameX() < \_friends[i]->getMaxFrameX())

\_friends[i]->setFrameX(\_friends[i]->getFrameX() + 1);

else

\_friends[i]->setFrameX(0);

}

if (\_frameX >= \_endF)

{

\_frameCount++;

\_frameX = \_startF;

}

else

\_frameX++;

if (\_frameCount == 3)

{

\_day++;

\_frameCount = 0;

switch (\_dayOfWeek)

{

case MON:

\_dayOfWeek = TUE;

break;

case TUE:

\_dayOfWeek = WED;

break;

case WED:

\_dayOfWeek = THU;

break;

case THU:

\_dayOfWeek = FRI;

break;

case FRI:

\_dayOfWeek = SAT;

break;

case SAT:

\_dayOfWeek = SUN;

break;

case SUN:

\_dayOfWeek = MON;

break;

}

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 3;

\_typeStr = "공부중";

\_friends[1]->setFrameY(0);

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 4, \_endF = 7;

\_typeStr = "조는중";

\_friends[1]->setFrameY(1);

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 8, \_endF = 9;

\_typeStr = "농땡이";

\_friends[1]->setFrameY(1);

break;

}

\_frameX = \_startF;

}

}

if (\_day == 10)

{

\_typeStr = "끝";

}

}

void testClass::render()

{

\_back->render(DC, 0, 0);

\_friends[0]->frameRender(DC, 270, 40, \_friends[0]->getFrameX(), 0);

\_friends[2]->frameRender(DC, 250, 40, \_friends[2]->getFrameX(), 0);

IMAGEMANAGER->findImage("미용실친구3팔")->render(DC, 160, 40);

\_friends[3]->frameRender(DC, 180, 40, \_friends[2]->getFrameX(), 0);

if(\_frameX >= 6)

\_princess->frameRender(DC, 100, 42, \_frameX, 0);

else

\_princess->frameRender(DC, 78, 43, \_frameX, 0);

\_friends[1]->frameRender(DC, 60, 40, \_friends[1]->getFrameX(), \_friends[1]->getFrameY());

char str[128];

sprintf\_s(str, "%d %d", \_ptMouse.x, \_ptMouse.y);

TextOut(DC, 700, 500, str, strlen(str));

sprintf\_s(str, "횟수 : %d", \_day);

TextOut(DC, 600, 500, str, strlen(str));

TextOut(DC, 600, 550, \_typeStr.c\_str(), strlen(\_typeStr.c\_str()));

}

void testClass::release()

{

}

#include "stdafx.h"

#include "testClass.h"

testClass::testClass()

{

}

testClass::~testClass()

{

}

HRESULT testClass::init()

{

\_back = IMAGEMANAGER->findImage("미장이배경");

\_friends.push\_back(IMAGEMANAGER->findImage("미장이선생"));

\_friends.push\_back(IMAGEMANAGER->findImage("미장이친구1"));

\_friends.push\_back(IMAGEMANAGER->findImage("미장이강아지"));

\_princess = IMAGEMANAGER->findImage("미장이공주");

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 3;

\_typeStr = "공부중";

\_friends[1]->setFrameY(0);

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 0, \_endF = 6;

\_typeStr = "조는중";

\_friends[1]->setFrameY(1);

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 7, \_endF = 8;

\_typeStr = "농땡이";

\_friends[1]->setFrameY(1);

break;

}

\_day = \_success = \_count = \_frameCount = 0;

\_gold = 10;

\_dayOfWeek = MON;

\_frameX = \_startF;

return S\_OK;

}

void testClass::update()

{

if (\_day >= 10) return;

\_count++;

if (!(\_count % 30))

{

\_count = 0;

for (int i = 0; i < \_friends.size(); i++)

{

if (\_friends[i]->getFrameX() < \_friends[i]->getMaxFrameX())

\_friends[i]->setFrameX(\_friends[i]->getFrameX() + 1);

else

\_friends[i]->setFrameX(0);

}

if (\_frameX >= \_endF)

{

\_frameCount++;

\_frameX = \_startF;

}

else

\_frameX++;

if (\_frameCount == 3)

{

\_day++;

\_frameCount = 0;

switch (\_dayOfWeek)

{

case MON:

\_dayOfWeek = TUE;

break;

case TUE:

\_dayOfWeek = WED;

break;

case WED:

\_dayOfWeek = THU;

break;

case THU:

\_dayOfWeek = FRI;

break;

case FRI:

\_dayOfWeek = SAT;

break;

case SAT:

\_dayOfWeek = SUN;

break;

case SUN:

\_dayOfWeek = MON;

break;

}

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 3;

\_typeStr = "공부중";

\_friends[1]->setFrameY(0);

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 0, \_endF = 6;

\_typeStr = "조는중";

\_friends[1]->setFrameY(1);

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 7, \_endF = 8;

\_typeStr = "농땡이";

\_friends[1]->setFrameY(1);

break;

}

\_frameX = \_startF;

}

}

if (\_day == 10)

{

\_typeStr = "끝";

}

}

void testClass::render()

{

\_back->render(DC, 0, 0);

\_friends[0]->frameRender(DC, 5, 0, \_friends[0]->getFrameX(), 0);

\_friends[1]->frameRender(DC, 280, 45, \_friends[1]->getFrameX(), 0);

\_friends[2]->frameRender(DC, 200, 40, \_friends[2]->getFrameX(), 0);

\_princess->frameRender(DC, 20, 40, \_frameX, 0);

char str[128];

sprintf\_s(str, "%d %d", \_ptMouse.x, \_ptMouse.y);

TextOut(DC, 700, 500, str, strlen(str));

sprintf\_s(str, "횟수 : %d", \_day);

TextOut(DC, 600, 500, str, strlen(str));

TextOut(DC, 600, 550, \_typeStr.c\_str(), strlen(\_typeStr.c\_str()));

}

void testClass::release()

{

}

#include "stdafx.h"

#include "testClass.h"

testClass::testClass()

{

}

testClass::~testClass()

{

}

HRESULT testClass::init()

{

\_back = IMAGEMANAGER->findImage("사냥꾼배경");

\_friends.push\_back(IMAGEMANAGER->findImage("사냥꾼선생"));

\_friends.push\_back(IMAGEMANAGER->findImage("사냥꾼토끼"));

\_princess = IMAGEMANAGER->findImage("사냥꾼공주");

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 4;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 2, \_endF = 5;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 6, \_endF = 7;

\_typeStr = "농땡이";

break;

}

\_day = \_success = \_count = \_frameCount = 0;

\_gold = 10;

\_dayOfWeek = MON;

\_frameX = \_startF;

return S\_OK;

}

void testClass::update()

{

if (\_day >= 10) return;

\_count++;

if (!(\_count % 30))

{

\_count = 0;

for (int i = 0; i < \_friends.size(); i++)

{

if (\_friends[i]->getFrameX() < \_friends[i]->getMaxFrameX())

\_friends[i]->setFrameX(\_friends[i]->getFrameX() + 1);

else

\_friends[i]->setFrameX(0);

}

if (\_frameX >= \_endF)

{

\_frameCount++;

\_frameX = \_startF;

}

else

\_frameX++;

if (\_frameCount == 3)

{

\_day++;

\_frameCount = 0;

switch (\_dayOfWeek)

{

case MON:

\_dayOfWeek = TUE;

break;

case TUE:

\_dayOfWeek = WED;

break;

case WED:

\_dayOfWeek = THU;

break;

case THU:

\_dayOfWeek = FRI;

break;

case FRI:

\_dayOfWeek = SAT;

break;

case SAT:

\_dayOfWeek = SUN;

break;

case SUN:

\_dayOfWeek = MON;

break;

}

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 4;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 2, \_endF = 5;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 6, \_endF = 7;

\_typeStr = "농땡이";

break;

}

\_frameX = \_startF;

}

}

if (\_day == 10)

{

\_typeStr = "끝";

}

}

void testClass::render()

{

\_back->render(DC, 0, 0);

\_friends[0]->frameRender(DC, 340, 40, \_friends[0]->getFrameX(), 0);

\_friends[1]->frameRender(DC, 20, 40, \_friends[1]->getFrameX(), 0);

\_princess->frameRender(DC, 260, 40, \_frameX, 0);

IMAGEMANAGER->findImage("사냥꾼풀")->render(DC, 0, 108);

char str[128];

sprintf\_s(str, "%d %d", \_ptMouse.x, \_ptMouse.y);

TextOut(DC, 700, 500, str, strlen(str));

sprintf\_s(str, "횟수 : %d", \_day);

TextOut(DC, 600, 500, str, strlen(str));

TextOut(DC, 600, 550, \_typeStr.c\_str(), strlen(\_typeStr.c\_str()));

}

void testClass::release()

{

}

#include "stdafx.h"

#include "testClass.h"

testClass::testClass()

{

}

testClass::~testClass()

{

}

HRESULT testClass::init()

{

\_back = IMAGEMANAGER->findImage("묘지기배경");

\_friends.push\_back(IMAGEMANAGER->findImage("묘지기선생"));

\_friends.push\_back(IMAGEMANAGER->findImage("묘지기불"));

\_princess = IMAGEMANAGER->findImage("묘지기공주");

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 3;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 4, \_endF = 5;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 6, \_endF = 7;

\_typeStr = "농땡이";

break;

}

\_day = \_success = \_count = \_frameCount = 0;

\_gold = 10;

\_dayOfWeek = MON;

\_frameX = \_startF;

return S\_OK;

}

void testClass::update()

{

if (\_day >= 10) return;

\_count++;

if (!(\_count % 30))

{

\_count = 0;

for (int i = 0; i < \_friends.size(); i++)

{

if (\_friends[i]->getFrameX() < \_friends[i]->getMaxFrameX())

\_friends[i]->setFrameX(\_friends[i]->getFrameX() + 1);

else

\_friends[i]->setFrameX(0);

}

if (\_frameX >= \_endF)

{

\_frameCount++;

\_frameX = \_startF;

}

else

\_frameX++;

if (\_frameCount == 3)

{

\_day++;

\_frameCount = 0;

switch (\_dayOfWeek)

{

case MON:

\_dayOfWeek = TUE;

break;

case TUE:

\_dayOfWeek = WED;

break;

case WED:

\_dayOfWeek = THU;

break;

case THU:

\_dayOfWeek = FRI;

break;

case FRI:

\_dayOfWeek = SAT;

break;

case SAT:

\_dayOfWeek = SUN;

break;

case SUN:

\_dayOfWeek = MON;

break;

}

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 3;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 4, \_endF = 5;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 6, \_endF = 7;

\_typeStr = "농땡이";

break;

}

\_frameX = \_startF;

}

}

if (\_day == 10)

{

\_typeStr = "끝";

}

}

void testClass::render()

{

\_back->render(DC, 0, 0);

\_friends[1]->frameRender(DC, 95, 70, \_friends[1]->getFrameX(), 0);

\_friends[0]->frameRender(DC, 130, 42, \_friends[0]->getFrameX(), 0);

\_princess->frameRender(DC, 300, 40, \_frameX, 0);

char str[128];

sprintf\_s(str, "%d %d", \_ptMouse.x, \_ptMouse.y);

TextOut(DC, 700, 500, str, strlen(str));

sprintf\_s(str, "횟수 : %d", \_day);

TextOut(DC, 600, 500, str, strlen(str));

TextOut(DC, 600, 550, \_typeStr.c\_str(), strlen(\_typeStr.c\_str()));

}

void testClass::release()

{

}

#include "stdafx.h"

#include "testClass.h"

testClass::testClass()

{

}

testClass::~testClass()

{

}

HRESULT testClass::init()

{

\_back = IMAGEMANAGER->findImage("가정교사배경");

\_friends.push\_back(IMAGEMANAGER->findImage("가정교사선생"));

\_friends.push\_back(IMAGEMANAGER->findImage("가정교사친구"));

\_princess = IMAGEMANAGER->findImage("가정교사공주");

switch (RND->getInt(3))

{

case 1:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 4;

\_typeStr = "공부중";

break;

case 0:

\_type = TEST\_SLEEP;

\_startF = 5, \_endF = 7;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 8, \_endF = 9;

\_typeStr = "농땡이";

break;

}

\_day = \_success = \_count = \_frameCount = 0;

\_gold = 10;

\_dayOfWeek = MON;

\_frameX = \_startF;

return S\_OK;

}

void testClass::update()

{

if (\_day >= 10) return;

\_count++;

if (!(\_count % 30))

{

\_count = 0;

for (int i = 0; i < \_friends.size(); i++)

{

if (\_friends[i]->getFrameX() < \_friends[i]->getMaxFrameX())

\_friends[i]->setFrameX(\_friends[i]->getFrameX() + 1);

else

\_friends[i]->setFrameX(0);

}

if (\_frameX >= \_endF)

{

\_frameCount++;

\_frameX = \_startF;

}

else

\_frameX++;

if (\_frameCount == 3)

{

\_day++;

\_frameCount = 0;

switch (\_dayOfWeek)

{

case MON:

\_dayOfWeek = TUE;

break;

case TUE:

\_dayOfWeek = WED;

break;

case WED:

\_dayOfWeek = THU;

break;

case THU:

\_dayOfWeek = FRI;

break;

case FRI:

\_dayOfWeek = SAT;

break;

case SAT:

\_dayOfWeek = SUN;

break;

case SUN:

\_dayOfWeek = MON;

break;

}

switch (RND->getInt(3))

{

case 1:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 4;

\_typeStr = "공부중";

break;

case 0:

\_type = TEST\_SLEEP;

\_startF = 5, \_endF = 7;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 8, \_endF = 9;

\_typeStr = "농땡이";

break;

}

\_frameX = \_startF;

}

}

if (\_day == 10)

{

\_typeStr = "끝";

}

}

void testClass::render()

{

\_back->render(DC, 0, 0);

\_friends[0]->frameRender(DC, 20, 42, \_friends[0]->getFrameX(), 0);

\_friends[1]->frameRender(DC, 200, 42, \_friends[1]->getFrameX(), 0);

\_princess->frameRender(DC, 150, 42, \_frameX, 0);

char str[128];

sprintf\_s(str, "%d %d", \_ptMouse.x, \_ptMouse.y);

TextOut(DC, 700, 500, str, strlen(str));

sprintf\_s(str, "횟수 : %d", \_day);

TextOut(DC, 600, 500, str, strlen(str));

TextOut(DC, 600, 550, \_typeStr.c\_str(), strlen(\_typeStr.c\_str()));

}

void testClass::release()

{

}

#include "stdafx.h"

#include "testClass.h"

testClass::testClass()

{

}

testClass::~testClass()

{

}

HRESULT testClass::init()

{

\_back = IMAGEMANAGER->findImage("주점배경");

\_friends.push\_back(IMAGEMANAGER->findImage("주점선생"));

\_friends.push\_back(IMAGEMANAGER->findImage("주점친구1"));

\_friends.push\_back(IMAGEMANAGER->findImage("주점친구2"));

\_friends.push\_back(IMAGEMANAGER->findImage("주점친구3"));

\_princess = IMAGEMANAGER->findImage("주점공주");

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 7;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 7, \_endF = 17;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 18, \_endF = 19;

\_typeStr = "농땡이";

break;

}

\_day = \_success = \_count = \_frameCount = 0;

\_gold = 10;

\_dayOfWeek = MON;

\_frameX = \_startF;

return S\_OK;

}

void testClass::update()

{

if (\_day >= 10) return;

\_count++;

if (!(\_count % 30))

{

\_count = 0;

for (int i = 0; i < \_friends.size(); i++)

{

if (\_friends[i]->getFrameX() < \_friends[i]->getMaxFrameX())

\_friends[i]->setFrameX(\_friends[i]->getFrameX() + 1);

else

\_friends[i]->setFrameX(0);

}

if (\_frameX >= \_endF)

{

\_frameCount++;

\_frameX = \_startF;

}

else

\_frameX++;

if (\_frameCount == 3)

{

\_day++;

\_frameCount = 0;

switch (\_dayOfWeek)

{

case MON:

\_dayOfWeek = TUE;

break;

case TUE:

\_dayOfWeek = WED;

break;

case WED:

\_dayOfWeek = THU;

break;

case THU:

\_dayOfWeek = FRI;

break;

case FRI:

\_dayOfWeek = SAT;

break;

case SAT:

\_dayOfWeek = SUN;

break;

case SUN:

\_dayOfWeek = MON;

break;

}

switch (RND->getInt(3))

{

case 0:

\_type = TEST\_STUDY;

\_startF = 0, \_endF = 7;

\_typeStr = "공부중";

break;

case 1:

\_type = TEST\_SLEEP;

\_startF = 7, \_endF = 17;

\_typeStr = "조는중";

break;

case 2:

\_type = TEST\_NOSTUDY;

\_startF = 18, \_endF = 19;

\_typeStr = "농땡이";

break;

}

\_frameX = \_startF;

}

}

if (\_day == 10)

{

\_typeStr = "끝";

}

}

void testClass::render()

{

\_back->render(DC, 0, 0);

\_friends[0]->frameRender(DC, 200, 0, \_friends[0]->getFrameX(), 0);

\_friends[1]->frameRender(DC, 60, 17, \_friends[1]->getFrameX(), 0);

\_friends[2]->frameRender(DC, 210, 42, \_friends[2]->getFrameX(), 0);

\_friends[3]->frameRender(DC, 270, 43, \_friends[3]->getFrameX(), 0);

\_princess->frameRender(DC, 300, 17, \_frameX, 0);

char str[128];

sprintf\_s(str, "%d %d", \_ptMouse.x, \_ptMouse.y);

TextOut(DC, 700, 500, str, strlen(str));

sprintf\_s(str, "횟수 : %d", \_day);

TextOut(DC, 600, 500, str, strlen(str));

TextOut(DC, 600, 550, \_typeStr.c\_str(), strlen(\_typeStr.c\_str()));

}

void testClass::release()

{

}