

```

public:
    cPlayer(string name);
    ~cPlayer();

    string GetName() { return m_strName; }
    void ShowAllItem();

    // 인벤토리 클래스 반환
    cInventory& GetInventory() { return m_myInven; }
    // 장착중인 아이템 정보 반환
    tagItem GetWearArmor() { return m_wearArmor; }
};

```

- 소스 파일

```

#include "stdafx.h"
#include "cPlayer.h"

cPlayer::cPlayer(string name)
{
    m_strName = name;

    m_wearArmor.eType = ITEM_ARMOR;
    m_wearArmor.strName = "없음";

    m_wearWeapon.eType = ITEM_WEAPON;
    m_wearWeapon.strName = "없음";

    m_wearRing1.eType = ITEM_RING1;
    m_wearRing1.strName = "없음";

    m_wearRing2.eType = ITEM_RING2;
    m_wearRing2.strName = "없음";
}

cPlayer::~cPlayer()
{
}

void cPlayer::ShowAllItem()
{
    system("cls");

    cout << "===== " << endl;
    cout << "착용 방어구 : " << m_wearArmor.strName << endl;
}

```