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소스 파일
#include "stdafx.h"
#include "cPlayer.h"
cPlayer::cPlayer()
      m_strName = "우주최강캐릭터";
      m_eState = P_IDLE;
      m_nExp = 0;
      m_nLevel = 1;
      m_eArmor = A_LIGHT;
      CalcMaxHp();
      m_nCurrHp = m_nMaxHp;
      m_nAtt = 5;
}
cPlayer::~cPlayer()
void cPlayer::IncreaseExp(int exp)
      // 현재 경험치가 150(2) + 260 = 410 => 5롑
      m_nExp += exp;
      if (m_nLevel * 100 < m_nExp)</pre>
             m_nLevel = m_nExp / 100 + 1;
}
void cPlayer::CalcMaxHp()
      switch (m_eArmor)
      case A_LIGHT:
             m_nMaxHp = 150;
             break;
      case A_MEDIUM:
             m_nMaxHp = 200;
             break;
      case A_HEAVY:
             m_nMaxHp = 300;
             break;
      default:
             m_nMaxHp = 100;
             break;
      }
void cPlayer::CalcAttDamage()
```