```
	cout << stMonster1.strName.c_str() << "의 공격력은 " << stMonster1.nAtt << "이다." << endl;

	tagMonster* pMonster = new tagMonster;

	pMonster->strName = "트롤";
	pMonster->nHp = 100;

	delete pMonster;

	tagMonster stMonsterArray[10];
	for (int i = 0; i < 10; i++)
	{
		stMonsterArray[i].strName = "오우거";
		stMonsterArray[i].nHp = 100 + rand() % 51;
		stMonsterArray[i].nMp = 30;
		stMonsterArray[i].nAtt = 10;
		stMonsterArray[i].nDef = 5;
	}

	tagMonster* aMonster = new tagMonster[10];
	aMonster[0].strName = "뱀파이어2";
	aMonster[1].strName = "뱀파이어3";
	delete[] aMonster;

	tagMonster* aMonster2;		// 몬스터를 포인터로 선언
	int nNumOfMon = 10 + rand() % 11;  // 생성 할 몬스터 숫자를 랜덤으로 결정 (10 ~ 20)
	aMonster2 = new tagMonster[nNumOfMon]; // 정해진 숫자만큼 몬스터 구조체를 할당

	for (int i = 0; i < nNumOfMon; i++)
	{
		aMonster2[i].strName = "던전형 몬스터";
		aMonster2[i].nHp = 100 + rand() % 51;
		aMonster2[i].nMp = 30;
		aMonster2[i].nAtt = 10 + rand() % 5;
		aMonster2[i].nDef = 5;
	}

	cout << "소환 몬스터 수 : " << nNumOfMon << endl;

	for (int i = 0; i < nNumOfMon; i++)
	{
		cout << "몬스터 종류 : " << aMonster2[i].strName.c_str() << endl;
		cout << "몬스터 체력 : " << aMonster2[i].nHp << endl;
		cout << "몬스터 공격력 : " << aMonster2[i].nAtt << endl << endl;
	}

	system("pause");
	return 0;
}
```