

```

void cShop::MainPlay(LOCATION& m_eCurrLoc, cInventory& inven)
{
    int nSelect;
    cout << "===== " << endl;
    cout << "= 상점 = 1.마을로 돌아가기 2.구매 3.판매 =" << endl;
    cout << "===== " << endl;
    cout << ": ";
    cin >> nSelect;

    switch (nSelect)
    {
        case 1:
        {
            m_eCurrLoc = LOCATION_TOWN;
        }
        break;
        case 2:
        {
            cout << "===== " << endl;
            cout << "= 구매 = 1.방어구 2.무기 3.반지1 4.반지2 =" << endl;
            cout << "===== " << endl;
            cout << ": ";
            cin >> nSelect;

            ITEM_TYPE eType = (ITEM_TYPE)(nSelect - 1);
            this->ShowItem(eType);

            cout << "구매 번호(0. 취소) : ";
            cin >> nSelect;

            if (nSelect >= 1 && nSelect <= this->GetItemList(eType).size())
            {
                // 상점에서 아이템 꺼내기
                tagItem buyItem = this->PickItem(eType, nSelect - 1);
                // 인벤토리에 아이템 넣기
                inven.AddItem(buyItem);

                cout << endl << " >>>>>>>> [" << buyItem.strName
                    << ")를(을) 구매 하였습니다." << endl << endl;
                system("pause");
            }
        }
        break;
    }
}

```