```cpp
vector<tagItem>& cStock::GetItemList(ITEM_TYPE itemType)
{
        return m_vecItem[itemType];
}

void cStock::ShowItem(ITEM_TYPE itemType)
{
        int nNum = 1;
        for (m_vecIter = m_vecItem[itemType].begin(); m_vecIter !=
m_vecItem[itemType].end(); m_vecIter++)
        {
                cout << "=========================" << endl;
                cout << nNum << "." << m_vecIter->strName << endl;
                cout << "아이템 종류 : " << m_vecIter->eType << endl;
                cout << "아이템 설명 : " << m_vecIter->strDesc << endl;
                cout << "아이템 속성 : " << m_vecIter->nAttribute << endl;
                cout << "아이템 가격 : " << m_vecIter->nPrice << endl;
                cout << "=========================" << endl;

                nNum++;
        }
}
```

■   프로그램 작성 – 상점 클래스 : 스톡 클래스

●   헤더 파일

```cpp
#pragma once
#include "cStock.h"
#include "cInventory.h"

class cShop : public cStock
{
public:
        cShop();
        ~cShop();

        void SetStock();
        void MainPlay(LOCATION& m_eCurrLoc, cInventory& inven);
};
```