● 소스 파일

```cpp
#include "stdafx.h"
#include "cTown.h"

cTown::cTown()
{
}

cTown::~cTown()
{
}

void cTown::MainPlay(LOCATION& eCurrLoc)
{
	int nSelect;
	cout << "=====================================" << endl;
	cout << "= C++ 마을에 오신 것을 환영 합니다. =" << endl;
	cout << "=====================================" << endl;
	cout << "= 1. 내 인벤토리 확인               =" << endl;
	cout << "= 2. 상점으로 가기                  =" << endl;
	cout << "=====================================" << endl;
	cout << ": ";
	cin >> nSelect;

	/*if (nSelect != 1 && nSelect != 2)
		eCurrLoc = LOCATION_TOWN;
	else
		eCurrLoc = (LOCATION)nSelect;*/

	switch (nSelect)
	{
	case 1:
		eCurrLoc = LOCATION_INVENTORY;
		break;
	case 2:
		eCurrLoc = LOCATION_SHOP;
		break;
	default:
		eCurrLoc = LOCATION_TOWN;
		break;
	}
}
```