

```

        {
            cout << "방어 하기!!" << endl;
        }
};

class cSword : public cWeapon
{
public:
    void Attack() override
    {
        cout << "칼로 공격!! : " << m_nAttDamage << endl;
    }
    void Defence() override
    {
        cout << "칼로 방어!!" << endl;
    }
};

class cGun : public cWeapon
{
public:
    void Attack() override
    {
        cout << "총으로 공격!! : " << m_nAttDamage << endl;
    }
    void Defence() override
    {
        cout << "총으로 방어!!" << endl;
    }
};

int main()
{
    cWeapon* pWeapon = new cWeapon;

    pWeapon->Attack();
    pWeapon->Defence();
    delete pWeapon;

    cWeapon* pWeapon2 = new cSword;
    pWeapon->Attack();
    pWeapon->Defence();
    delete pWeapon;

    system("pause");
    return 0;
}

```