

- 소스 파일

```
#include "stdafx.h"
#include "cInventory.h"

cInventory::cInventory()
{
}

cInventory::~cInventory()
{
}

void cInventory::Add(tagItem newItem)
{
    m_vecItem.push_back(newItem);
}

tagItem* cInventory::Delete(string name)
{
    tagItem* item = NULL;
    vector<tagItem>::iterator vecIter;

    for (vecIter = m_vecItem.begin(); vecIter != m_vecItem.end(); vecIter++)
    {
        if (vecIter->strName == name)
        {
            item = new tagItem(vecIter->itemType, vecIter->strName);
            m_vecItem.erase(vecIter);
            break;
        }
    }
    return item;
}

void cInventory::Show()
{
    for (int i = 0; i < m_vecItem.size(); i++)
    {
        cout << "아이템 종류 : ";
        switch (m_vecItem[i].itemType)
        {
            case E_ARMOR:
                cout << "방어구" << endl;
                break;
            case E_WEAPON:
                cout << "무기" << endl;
                break;
            case E_HP_POTION:
                cout << "HP포션" << endl;
                break;
            case E_MP_POTION:
                cout << "MP포션" << endl;
                break;
        }
    }
}
```