

```
#ifdef _DEBUG

#include <Windows.h>
#include "_DebugConOut.h"

std::unique_ptr<_DebugConOut, _DebugConOut:: _DebugConOutDeleter> _DebugConOut::sInstance(new _DebugConOut);

_DebugConOut::_DebugConOut()
{
    AllocConsole();
    freopen_s(&_debugFp, "CONOUT$", "w", stdout);
    freopen_s(&_debugFp, "CONIN$", "r", stdin);
}

_DebugConOut::~~_DebugConOut()
{
    FreeConsole();
}

#endif // _DEBUG
```