

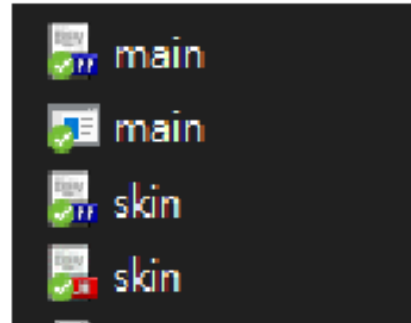
# OOP 實習課0306

實習作業

# 角色造型商店

- ▶ 請設計一個角色造型的類別 `class skin`，裡面必須包含以下相關的資料。
  - ▶ 角色名稱(string)、造型名稱(string)、造型金額(int)
  - ▶ `skin`的get function與set function
- ▶ 請把 `class` 定義放在 `skin.h`，`class`實作的部分放在 `skin.cpp`，剩餘商店功能放在 `main.cpp`，並在對應檔案開頭記得加入**include “xxx”**，**如不符規定將斟酌扣分**

```
main.cpp
1  #include<bits/stdc++.h>
2  #include "skin.cpp"
3  using namespace std;
4
main.cpp skin.cpp
1  #include"skin.h"
2  using namespace std;
3
```



# Main

- ▶ 讓使用者輸入帳戶金額，要提示你要讓使用者輸入甚麼樣資訊
  - ▶ Enter the account amount:
- ▶ 每次購買完使用者輸入1能繼續購買造型，除非使用者輸入2，否則不會結束程式
  - ▶ 1. Buy a skin
  - ▶ 2. Exit
- ▶ 設計一個清單，告訴使用者目前有販售的造型與價格
- ▶ 使用者會輸入要購買的角色與造型名稱，如果剩餘金額足夠就購買，如果不夠就跟玩家說不能購買
- ▶ 造型不能重複購買

# 角色、造型名稱定義

- ▶ 角色、造型名稱、價錢請依規定定義，不符規定將斟酌扣分
- ▶ 共2個角色：C1、C2、6個Skin：S1~S6
- ▶ 角色擁有的skin與價錢請依照下圖做定義

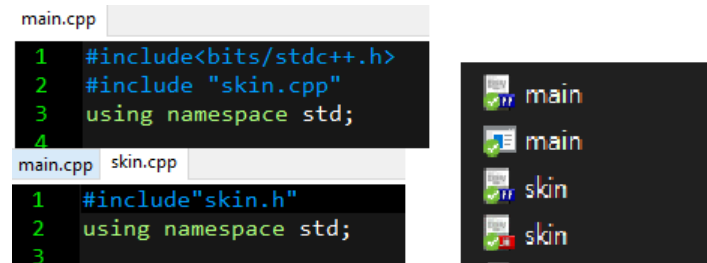
Skin Shop			
C1:			
S1:	100	S2: 200	S3: 300
C2:			
S4:	400	S5: 700	S6: 800

# 檔名規定

- 按照學號及第幾小題將主程式(包含main function的cpp檔)命名為：

**學號\_hw題號.cpp**

- 檔名範例：第一題的主程式碼命名為 4113xxxxx\_hw1.cpp，第二題的主程式碼命名為 4113xxxxx\_hw2.cpp
- Class的定義.h檔與class實作.cpp檔可自由命名，但請在對應檔案中做include " xxx"



The image shows two code editors side-by-side. The left editor has two tabs: 'main.cpp' and 'skin.cpp'. The 'main.cpp' tab is active and shows the following code:

```
1 #include<bits/stdc++.h>
2 #include "skin.cpp"
3 using namespace std;
4
```

The 'skin.cpp' tab is also active and shows the following code:

```
1 #include"skin.h"
2 using namespace std;
3
```

The right editor shows a file explorer with two folders: 'main' and 'skin'. Each folder contains a file with a green checkmark icon, indicating successful compilation or execution.

- 最後將這檔案放到壓縮檔內命名為：**學號\_hw.zip(.7z)並上傳壓縮檔**
- 若不依規定造成助教批改困難則酌量扣分

# 程式示意圖 1

```
Enter the account amount: 500
Enter 1 to buy a skin, 2 to exit: 1

===== Skin Shop =====

C1:
  S1: 100  S2: 200  S3: 300
C2:
  S4: 400  S5: 700  S6: 800

=====

Account balance: 500

Enter the character you want to choose: C1
Enter the skin you want to purchase: S1

Congratulation! You have skin "S1" now.
Account balance: 400

Enter 1 to buy a skin, 2 to exit:
```

一般購買功能  
/\*這裡的C1 C2是角色，  
S1~S6是造型\*/

## 程式示意圖2

```
Enter the account amount: 500
Enter 1 to buy a skin, 2 to exit: 1

===== Skin Shop =====

C1:
  S1: 100  S2: 200  S3: 300
C2:
  S4: 400  S5: 700  S6: 800

Account balance: 500

Enter the character you want to choose: C1
Enter the skin you want to purchase: S1

Congratulation! You have skin "S1" now.
Account balance: 400

Enter 1 to buy a skin, 2 to exit:
1

===== Skin Shop =====

C1:
  S1: Sold Out  S2: 200  S3: 300
C2:
  S4: 400  S5: 700  S6: 800

Account balance: 400

Enter the character you want to choose: C1
Enter the skin you want to purchase: S1
Sold out!

Enter 1 to buy a skin, 2 to exit:
1
```

重複購買提示

## 程式示意圖3

```
Enter 1 to buy a skin, 2 to exit:
```

```
1
```

```
===== Skin Shop =====
```

```
C1:
```

```
S1: Sold Out S2: 200 S3: 300
```

```
C2:
```

```
S4: 400 S5: 700 S6: 800
```

```
Account balance: 400
```

```
Enter the character you want to choose: C2
```

```
Enter the skin you want to purchase: S6
```

```
Sorry! Insufficient account balance.
```

```
Enter 1 to buy a skin, 2 to exit:
```

```
-
```

餘額不足無法購買提示



## 程式示意圖4

```
===== Skin Shop =====  
C1:  
S1: Sold Out S2: 200 S3: 300  
C2:  
S4: 400 S5: 700 S6: 800  
=====
```

Account balance: 400

Enter the character you want to choose: C2  
Enter the skin you want to purchase: S6  
Sorry! Insufficient account balance.

Enter 1 to buy a skin, 2 to exit:  
2

Thanks for coming. Hope to see you again soon!

-----  
Process exited after 560.9 seconds with return value 0  
請按任意鍵繼續 . . .

輸入2離開程式