```cpp
1  #include "AnimalHotel.h"
2  #include <cstring>
3  #include <windows.h>
4
5
6  void AnimalHotel::CheckIn(const int _room, const char* _name, const char*    ⏎
     _type)
7  {
8      room[_room - 1].guest.name = new char[strlen(_name) + 1];
9      strcpy(room[_room - 1].guest.name, _name);
10
11     room[_room - 1].guest.type = new char[strlen(_type) + 1];
12     strcpy(room[_room - 1].guest.type, _type);
13 }
14
15 int AnimalHotel::checkRoom()
16 {
17     int num;
18     AnimalHotel::List();
19     cout << "호실을 골라주세요    [ ]₩b₩b";
20     while (true) {
21         cin >> num;
22         if ((num !=0) &&(room[num-1].guest.name != 0))
23             cout << "번호를 정확히 입력해주세요";
24         else if (room[num - 1].guest.name == 0)
25             return num;
26     }
27
28 }
29
30 char* AnimalHotel::CheckOut()
31 {
32     int roomNum;
33     char * type;
34     system("cls");
35     AnimalHotel::List();
36     cout << " 호실을 알려주세요 ";
37     cin >> roomNum;
38     type = room[roomNum - 1].guest.type;
39     room[roomNum - 1].guest.name = NULL;
40     room[roomNum - 1].guest.type = NULL;
41     return type;
42 }
43
44
45 void AnimalHotel::FrontDesk()
46 {
47     system("cls");
48     cout << "=============================" << endl;
49     cout << "|  [1] CheckIn              |" << endl;
50     cout << "|                          |" << endl;
51     cout << "|  [2] CheckOut            |" << endl;
52     cout << "|                          |" << endl;
53     cout << "|  [3] LIST                |" << endl;
54     cout << "=============================" << endl;
55     cout << "                          [ ]₩b₩b";
```

```
56  }
57  void AnimalHotel::List()
58  {
59      system("cls");
60      int state[8];
61      memset(state, 0, sizeof(state));
62      for (int i = 0; i < 8; i++) {
63          if (room[i].guest.name != 0)
64              state[i] = 1;
65      }
66
67      cout << "==============================" << endl;
68      for (int i = 0; i < 8; i++)
69      {
70          if (state[i] == 0)
71              cout << "| " << room[i].roomNum << "호실 : 빈방              "  ⏎
                  << endl;
72          else
73              cout << "| " << room[i].roomNum << "호실 : " << room[i].guest.type  ⏎
                  << "(" << room[i].guest.name << ")" << endl;
74      }
75      cout << "==============================" << endl;
76
77  }
78
79
80
81
```