

```
1  #include<iostream>
2  #include<conio.h>
3  #include<windows.h>
4  #include "AnimalHotel.h"
5  #include "Animal.h"
6
7
8  #define LASTRoomNUMBER 8
9  using namespace std;
10
11
12
13  int main(void)
14  {
15      int button;
16      Animal* dog00 = new Dog();
17      Animal* cat00 = new Cat();
18      AnimalHotel hotel;
19
20
21      while (true) {
22          button = 0;
23          hotel.FrontDesk();
24          cin >> button;
25
26          while(button == 3){
27              hotel.List();
28              cout << "                                [esc]";
29              char back = _getch();
30              if (back == 27)
31                  break;
32          }
33
34          if (button == 1) {
35              char num;
36              int roomNum;
37              system("cls");
38              roomNum = hotel.checkRoom();
39              while (true)
40              {
41                  system("cls");
42                  cout << "어떤 동물인지 알려주세요 " << endl;
43                  cout << " [1] 멍멍이 " << endl;
44                  cout << " [2] 야옹이 " << endl;
45                  cout << "                                [ ]WbWb";
46                  cin >> num;
47                  if (num != '1' && num != '2')
48                  {
49                      cout << "1 또는 2를 선택해주세요";
50                  }
51                  else
52                      break;
53              }
54              char* name = new char[50];
55              char* tpye1 = new char[4];
56              system("cls");
```

```
57         cout << " 동물 친구의 이름을 알려주세요 : ";
58         cin >> name;
59         if (num == '1') {
60             dog00->SetName(name);
61             tpye1 = dog00->GetType();
62             hotel.CheckIn(roomNum, name, tpye1);
63             dog00->Sound2();
64         }
65         else if (num == '2') {
66             cat00->SetName(name);
67             tpye1 = cat00->GetType();
68             hotel.CheckIn(roomNum, name, tpye1);
69             cat00->Sound2();
70         }
71         Sleep(1000);
72         delete[] name;
73         delete[] tpye1;
74         button = 0;
75     }
76     if (button == 2)
77     {
78         if (hotel.CheckOut() == "Dog")
79             dog00->Sound3();
80         else
81             cat00->Sound3();
82         Sleep(1000);
83     }
84 }
85 return 0;
86 }
87
88
89
```