

HW #4 교재 p586 12번 커피 자판기 시뮬레이터

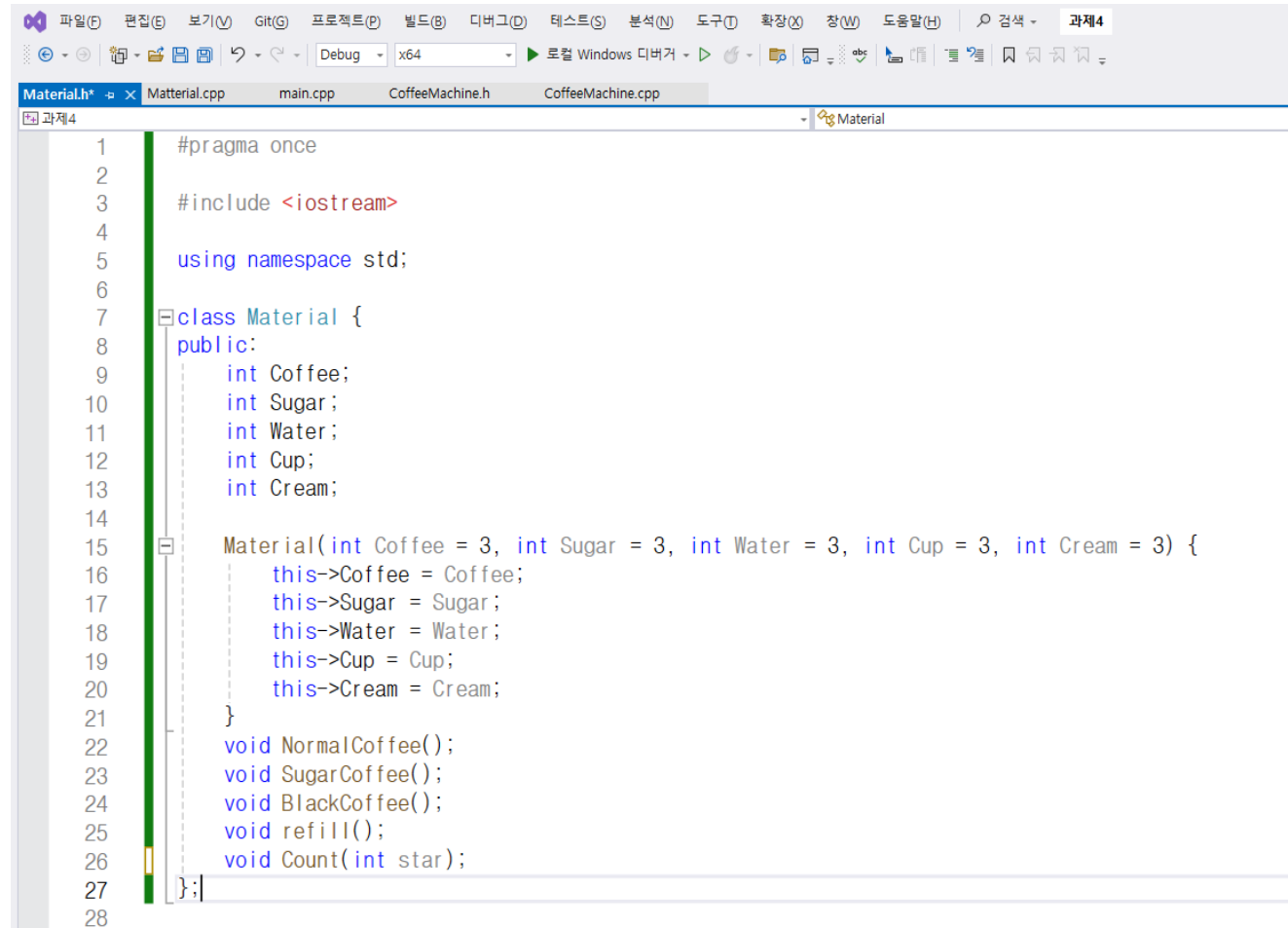
2023. 11. 27(월)

16조 이수영, 원준서

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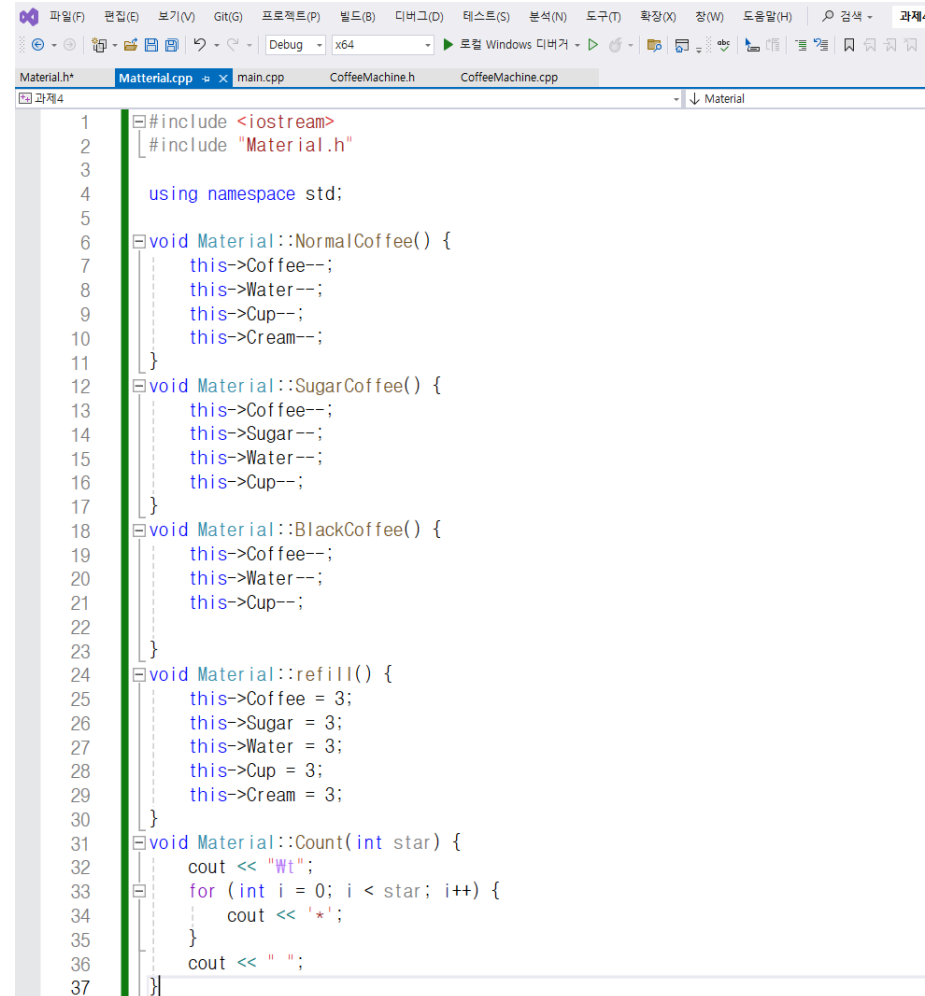
- 원준서 [ppt p3-p9]
- 이수영 [ppt p10-p25]

[원] Material.h



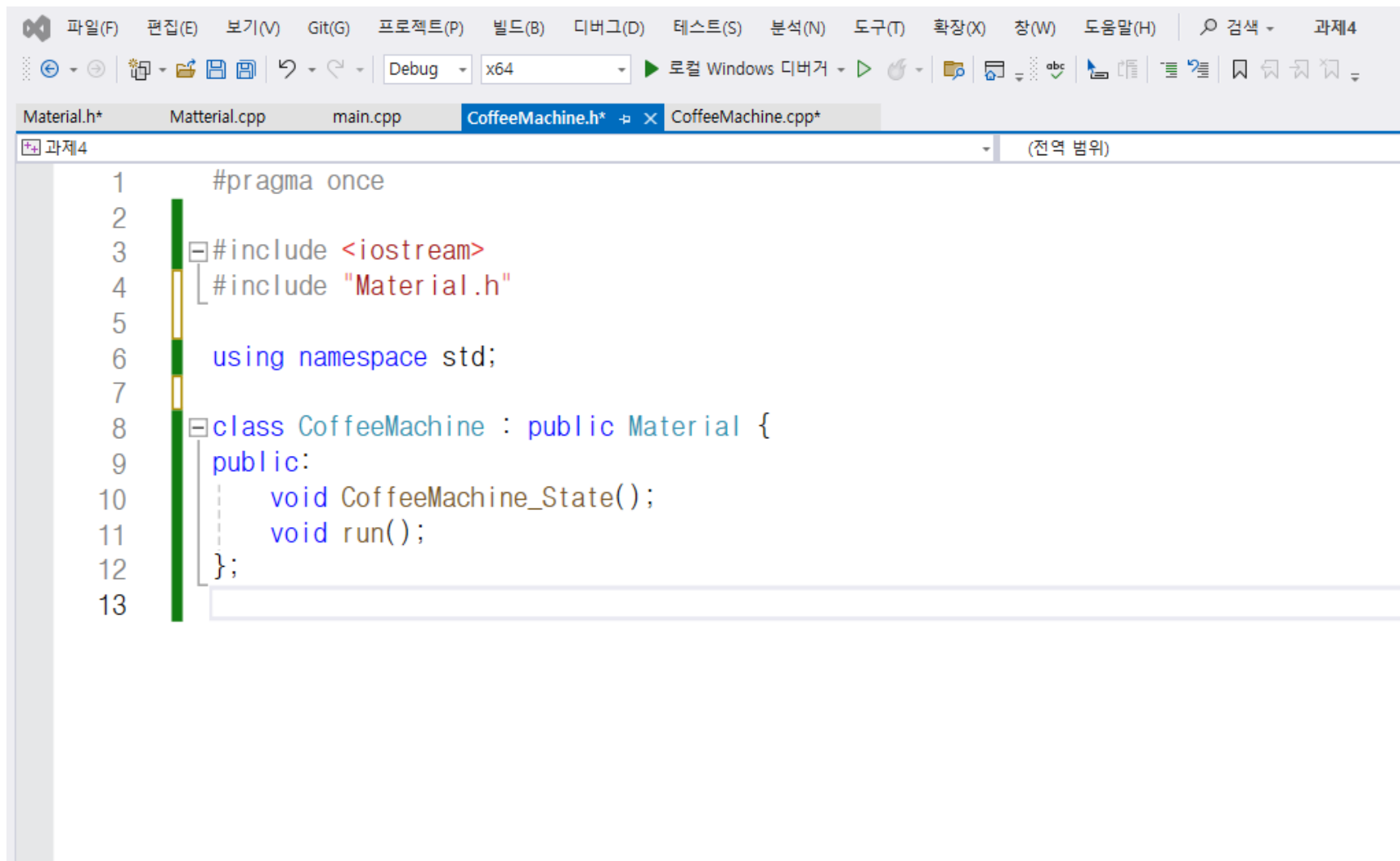
```
1  #pragma once
2
3  #include <iostream>
4
5  using namespace std;
6
7  class Material {
8  public:
9      int Coffee;
10     int Sugar;
11     int Water;
12     int Cup;
13     int Cream;
14
15     Material(int Coffee = 3, int Sugar = 3, int Water = 3, int Cup = 3, int Cream = 3) {
16         this->Coffee = Coffee;
17         this->Sugar = Sugar;
18         this->Water = Water;
19         this->Cup = Cup;
20         this->Cream = Cream;
21     }
22     void NormalCoffee();
23     void SugarCoffee();
24     void BlackCoffee();
25     void refill();
26     void Count(int star);
27 };
28
```

[원] Material.cpp



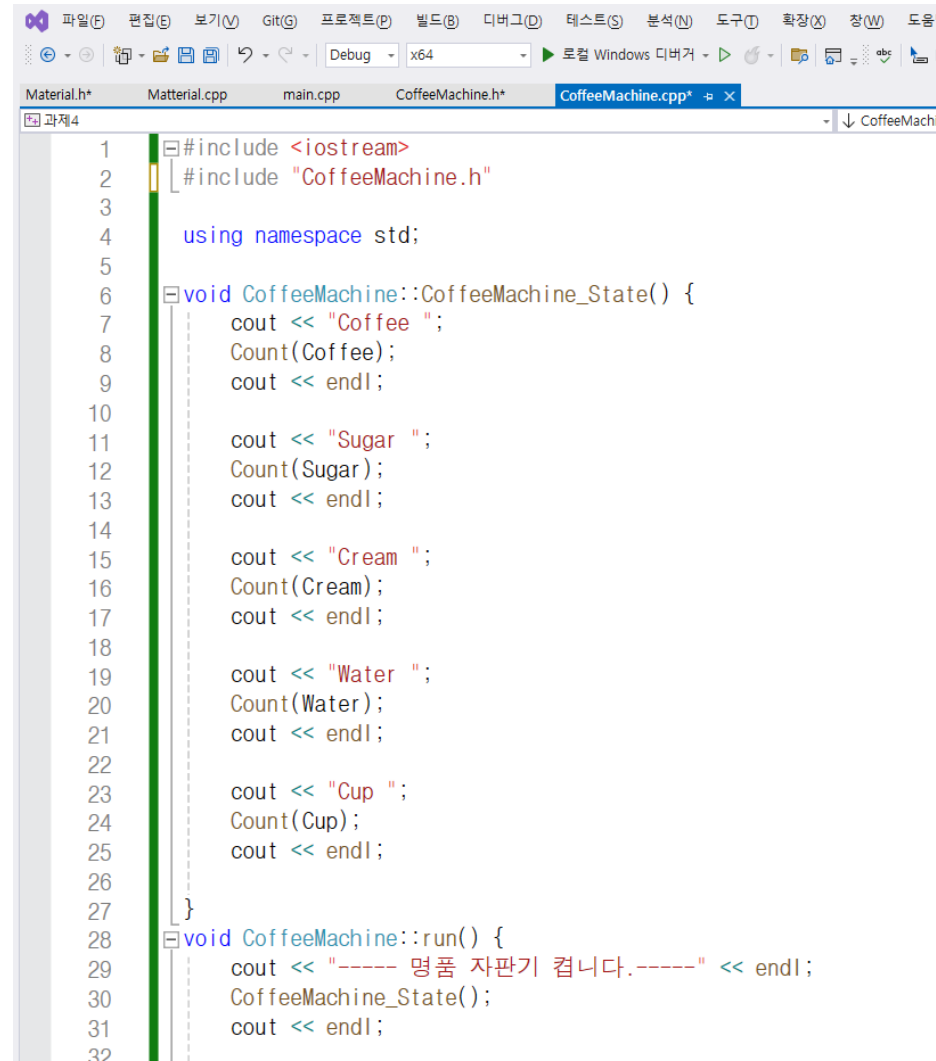
```
1 #include <iostream>
2 #include "Material.h"
3
4 using namespace std;
5
6 void Material::NormalCoffee() {
7     this->Coffee--;
8     this->Water--;
9     this->Cup--;
10    this->Cream--;
11 }
12 void Material::SugarCoffee() {
13     this->Coffee--;
14     this->Sugar--;
15     this->Water--;
16     this->Cup--;
17 }
18 void Material::BlackCoffee() {
19     this->Coffee--;
20     this->Water--;
21     this->Cup--;
22 }
23
24 void Material::refill() {
25     this->Coffee = 3;
26     this->Sugar = 3;
27     this->Water = 3;
28     this->Cup = 3;
29     this->Cream = 3;
30 }
31 void Material::Count(int star) {
32     cout << "Wt";
33     for (int i = 0; i < star; i++) {
34         cout << '*';
35     }
36     cout << " ";
37 }
```

[원] CoffeeMachine.h



```
1  #pragma once
2
3  #include <iostream>
4  #include "Material.h"
5
6  using namespace std;
7
8  class CoffeeMachine : public Material {
9  public:
10     void CoffeeMachine_State();
11     void run();
12 };
13
```

[원] CoffeeMachine.cpp (1/2)

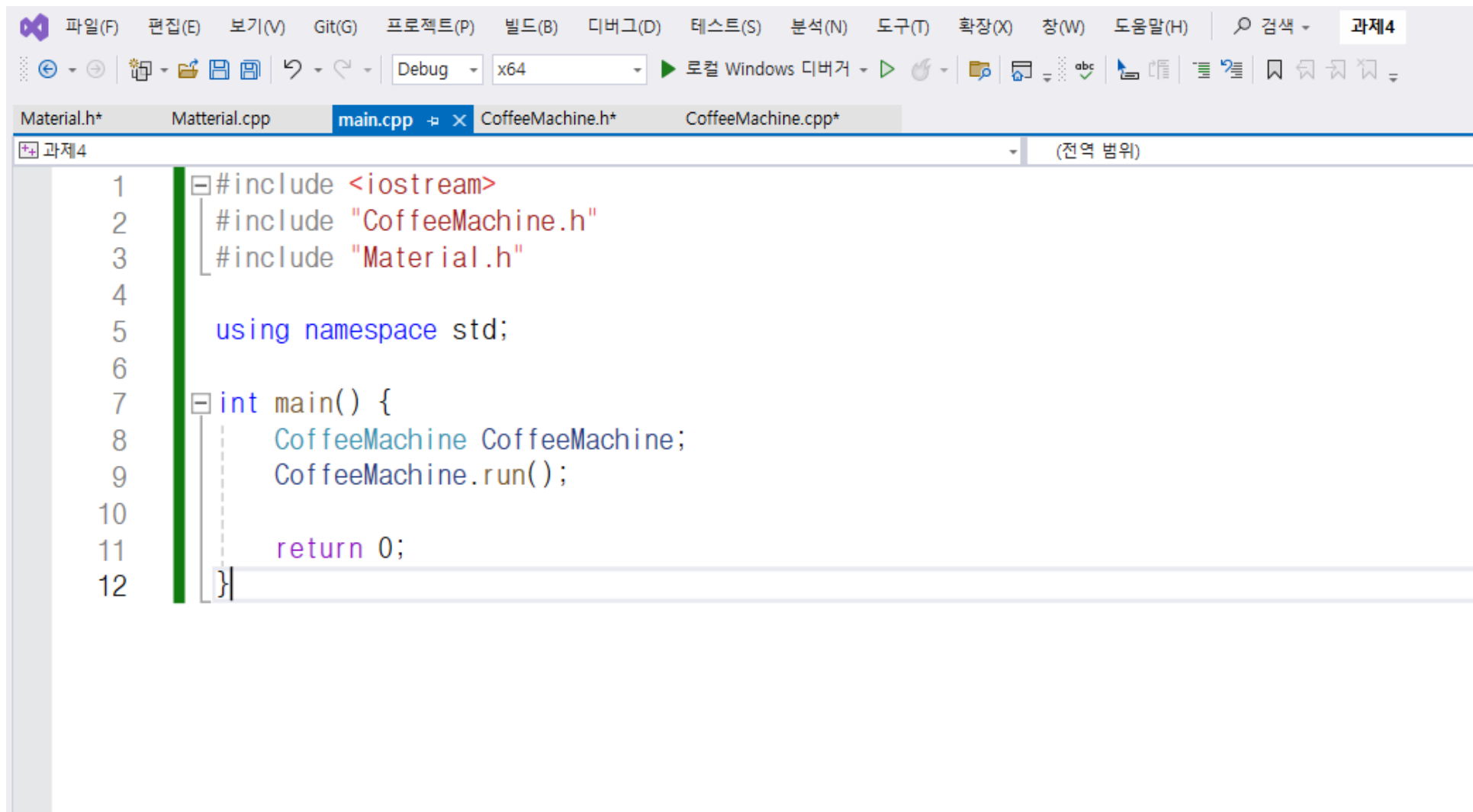


```
1 #include <iostream>
2 #include "CoffeeMachine.h"
3
4 using namespace std;
5
6 void CoffeeMachine::CoffeeMachine_State() {
7     cout << "Coffee ";
8     Count(Coffee);
9     cout << endl;
10
11     cout << "Sugar ";
12     Count(Sugar);
13     cout << endl;
14
15     cout << "Cream ";
16     Count(Cream);
17     cout << endl;
18
19     cout << "Water ";
20     Count(Water);
21     cout << endl;
22
23     cout << "Cup ";
24     Count(Cup);
25     cout << endl;
26 }
27
28 void CoffeeMachine::run() {
29     cout << "----- 명품 자판기 컵니다.-----" << endl;
30     CoffeeMachine_State();
31     cout << endl;
32 }
```

[원] CoffeeMachine.cpp (2/2)

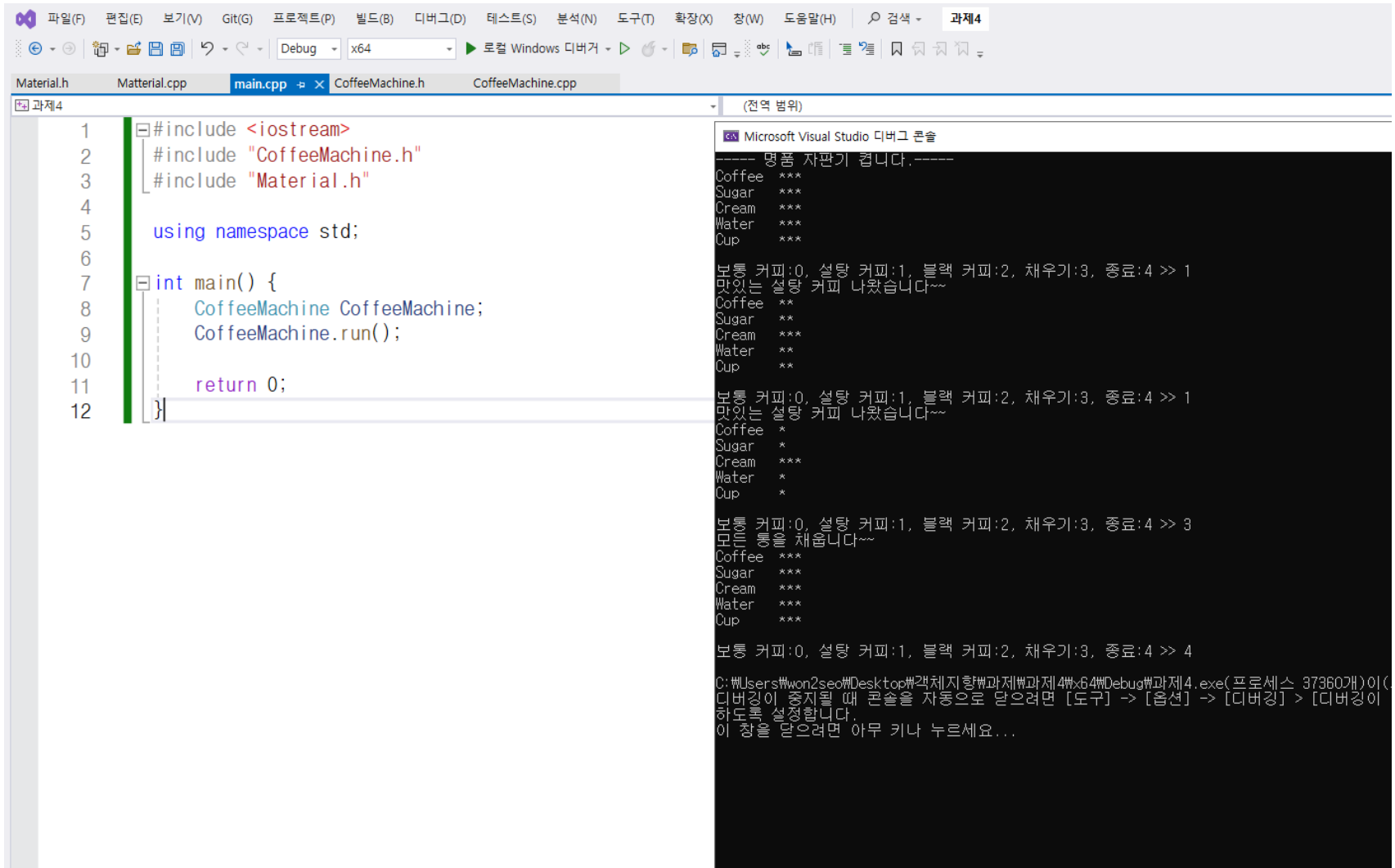
```
32
33
34 int num;
35 while (true) {
36     cout << "보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4 >> ";
37     cin >> num;
38     switch (num) {
39     case 0:
40         cout << "맛있는 보통 커피 나왔습니다~~" << endl;
41         NormalCoffee();
42         CoffeeMachine_State();
43         cout << endl;
44         break;
45     case 1:
46         cout << "맛있는 설탕 커피 나왔습니다~~" << endl;
47         SugarCoffee();
48         CoffeeMachine_State();
49         cout << endl;
50         break;
51     case 2:
52         cout << "맛있는 블랙 커피 나왔습니다~~" << endl;
53         BlackCoffee();
54         CoffeeMachine_State();
55         cout << endl;
56         break;
57     case 3:
58         cout << "모든 통을 채웁니다~~" << endl;
59         refill();
60         CoffeeMachine_State();
61         cout << endl;
62         break;
63     case 4:
64         return;
65     }
66 }
67 }
```

[원] main.cpp



```
1 #include <iostream>
2 #include "CoffeeMachine.h"
3 #include "Material.h"
4
5 using namespace std;
6
7 int main() {
8     CoffeeMachine CoffeeMachine;
9     CoffeeMachine.run();
10
11     return 0;
12 }
```


[원] 실행결과



The image shows a screenshot of the Visual Studio IDE. The left pane displays the source code for a C++ program. The right pane shows the output of the program's execution.

Source Code (main.cpp):

```
1 #include <iostream>
2 #include "CoffeeMachine.h"
3 #include "Material.h"
4
5 using namespace std;
6
7 int main() {
8     CoffeeMachine CoffeeMachine;
9     CoffeeMachine.run();
10
11     return 0;
12 }
```

Output (Microsoft Visual Studio 디버거 콘솔):

```
----- 명품 자판기 컵니다.-----
Coffee ***
Sugar ***
Cream ***
Water ***
Cup ***

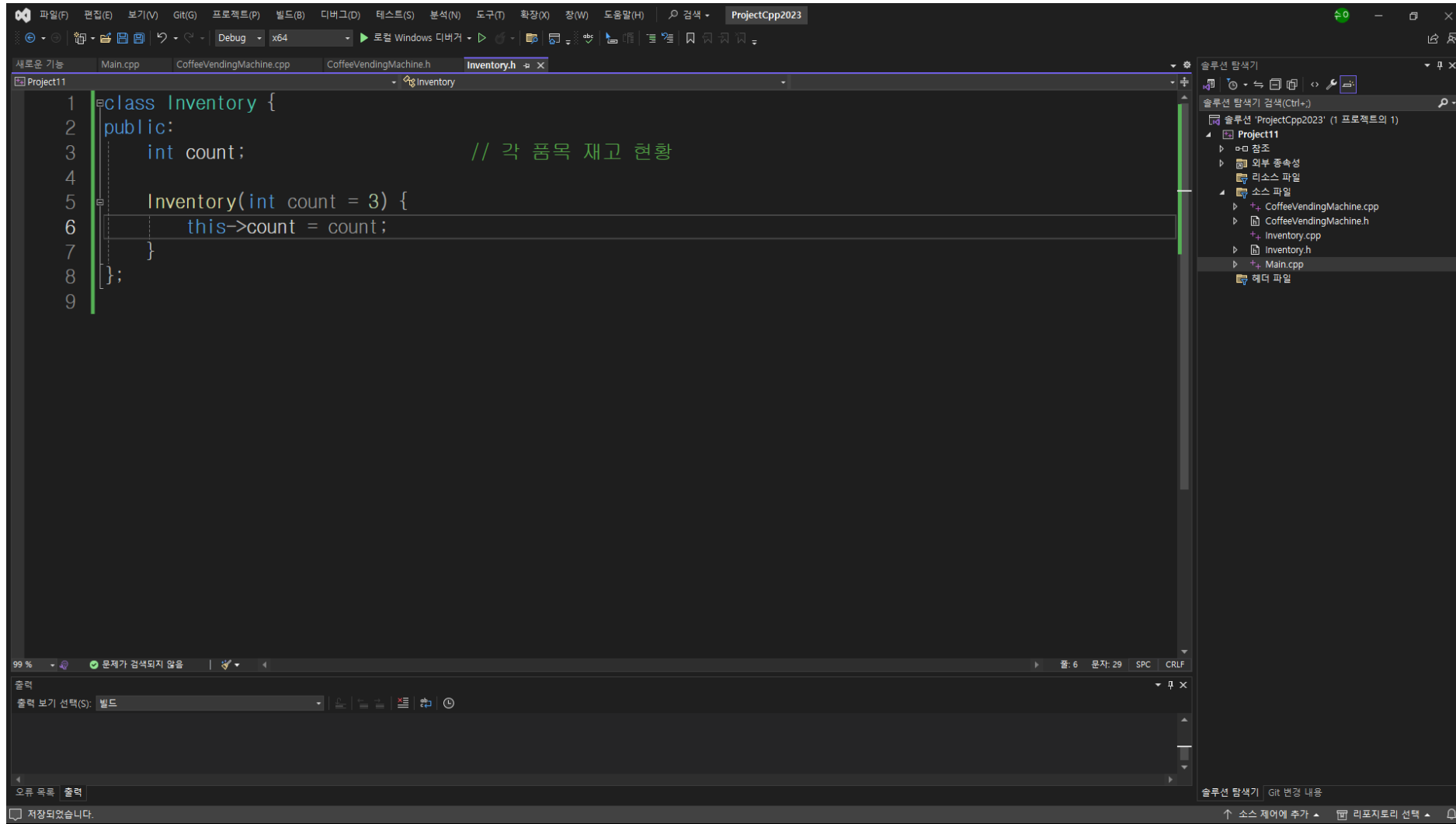
보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4 >> 1
맛있는 설탕 커피 나왔습니다~~
Coffee **
Sugar **
Cream ***
Water **
Cup **

보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4 >> 1
맛있는 설탕 커피 나왔습니다~~
Coffee *
Sugar *
Cream ***
Water *
Cup *

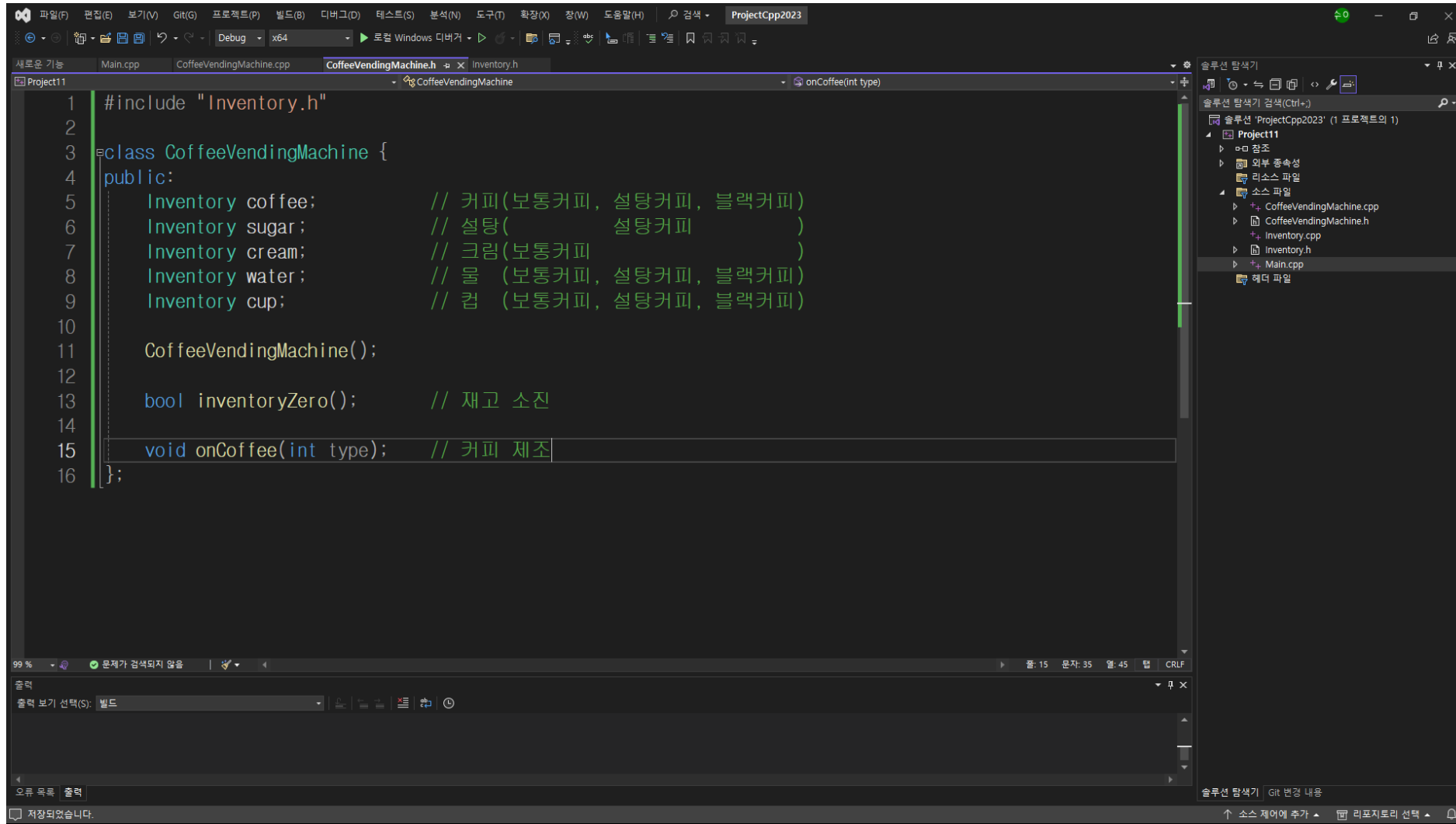
보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4 >> 3
모든 통을 채웁니다~~
Coffee ***
Sugar ***
Cream ***
Water ***
Cup ***

보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4 >> 4
C:\Users\won2seo\Desktop\객체지향\과제4\Debug\과제4.exe(프로세스 37360개)이
디버깅이 중지될 때 콘솔을 자동으로 닫으려면 [도구] -> [옵션] -> [디버깅] > [디버깅이
하도록 설정합니다.
이 창을 닫으려면 아무 키나 누르세요...
```

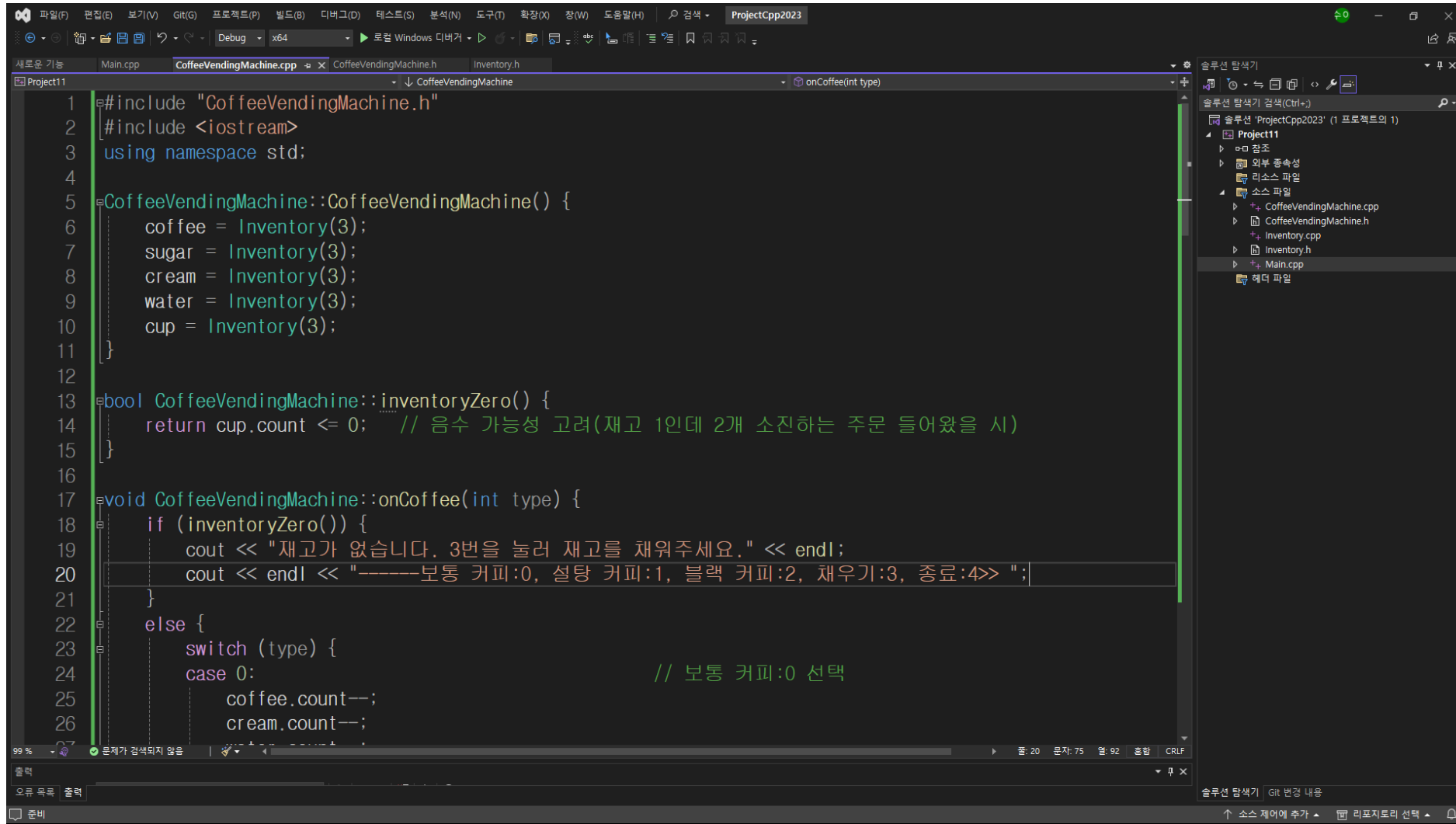
[01] Inventory.h



[01] CoffeeVendingMachine.h

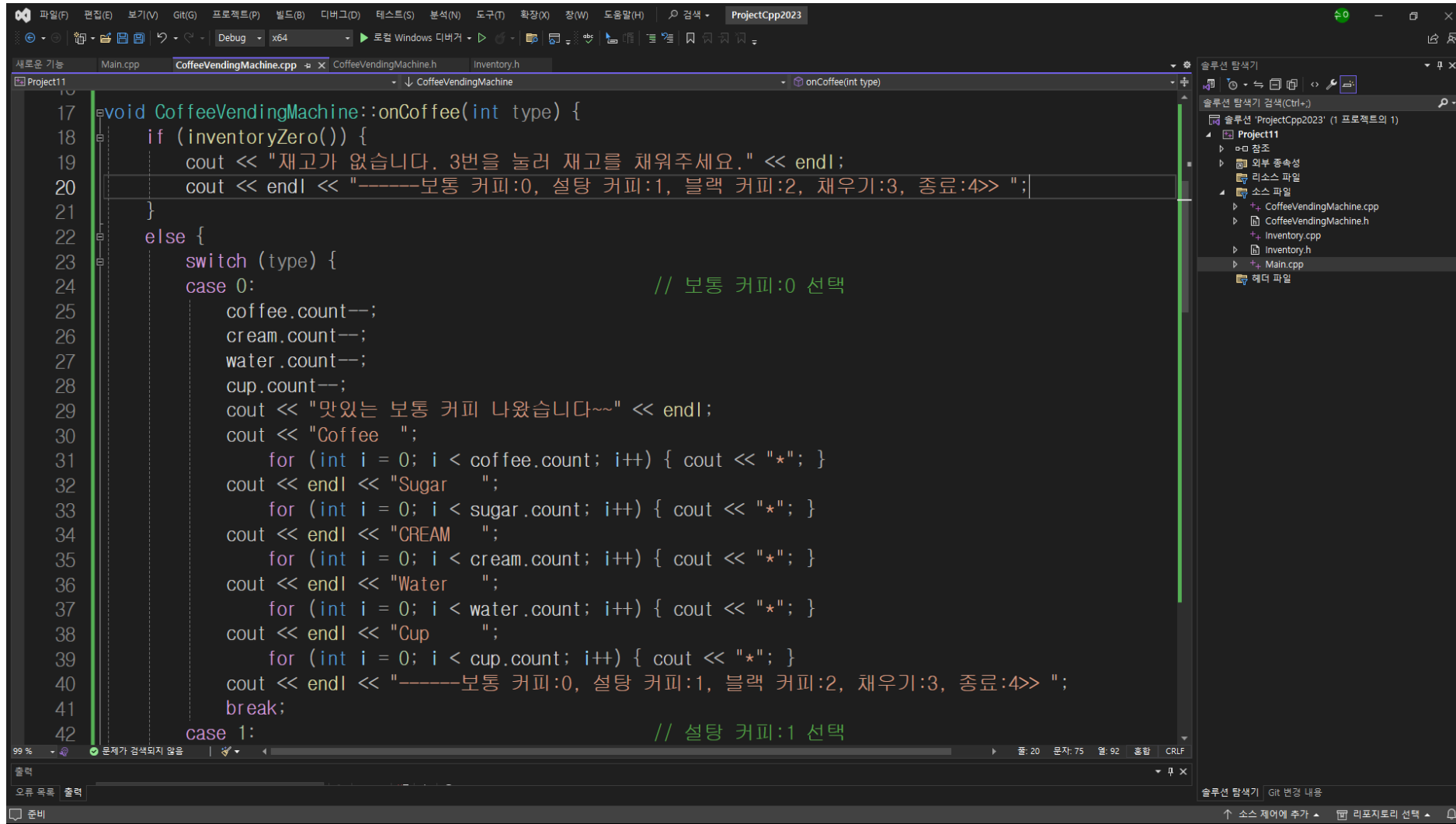


[01] CoffeeVendingMachine.cpp (1/5)



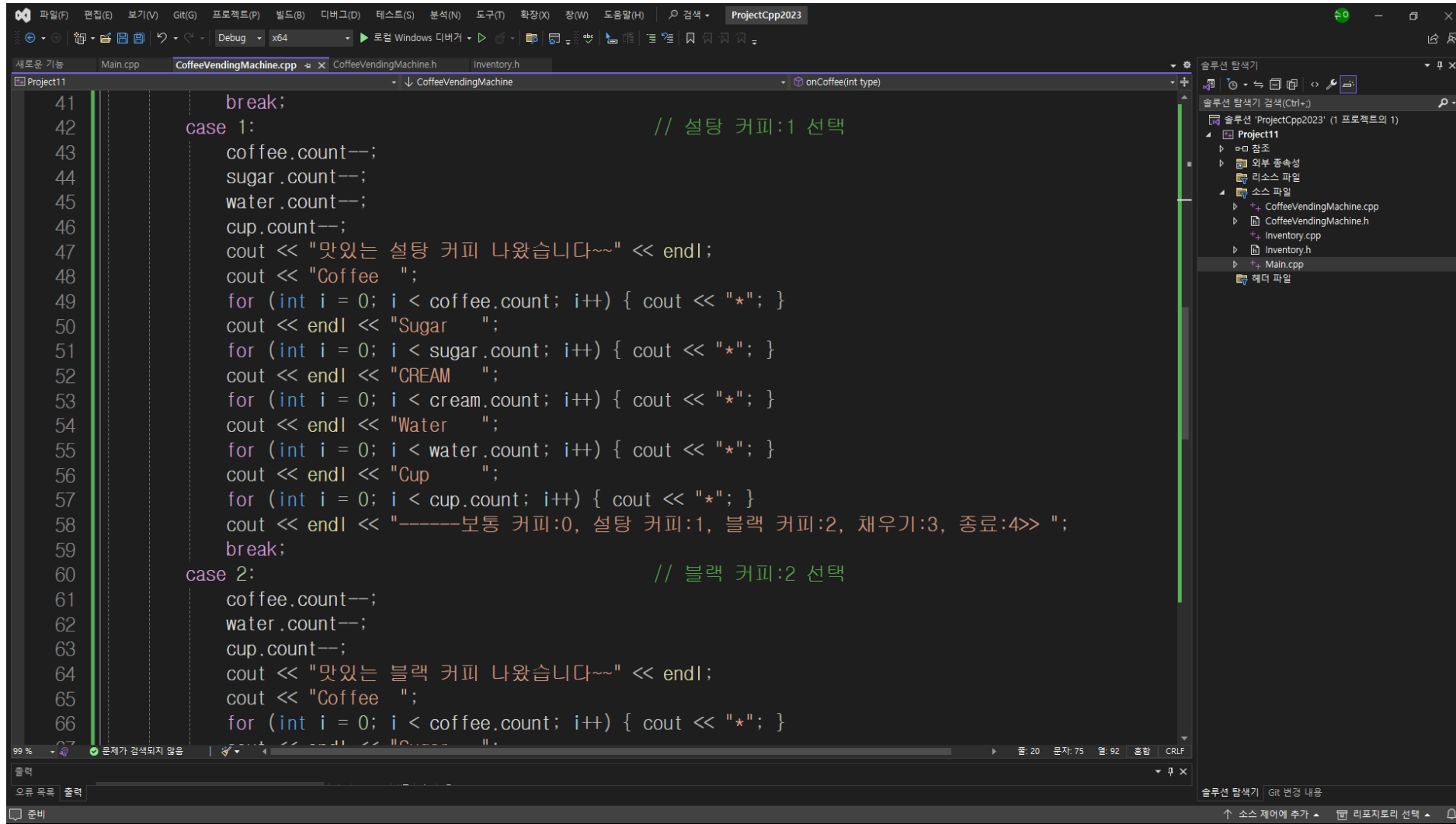
```
1 #include "CoffeeVendingMachine.h"
2 #include <iostream>
3 using namespace std;
4
5 CoffeeVendingMachine::CoffeeVendingMachine() {
6     coffee = Inventory(3);
7     sugar = Inventory(3);
8     cream = Inventory(3);
9     water = Inventory(3);
10    cup = Inventory(3);
11 }
12
13 bool CoffeeVendingMachine::inventoryZero() {
14     return cup.count <= 0; // 음수 가능성 고려(재고 1인데 2개 소진하는 주문 들어왔을 시)
15 }
16
17 void CoffeeVendingMachine::onCoffee(int type) {
18     if (inventoryZero()) {
19         cout << "재고가 없습니다. 3번을 눌러 재고를 채워주세요." << endl;
20         cout << endl << "-----보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> ";
21     }
22     else {
23         switch (type) {
24             case 0: // 보통 커피:0 선택
25                 coffee.count--;
26                 cream.count--;
```

[01] CoffeeVendingMachine.cpp (2/5)



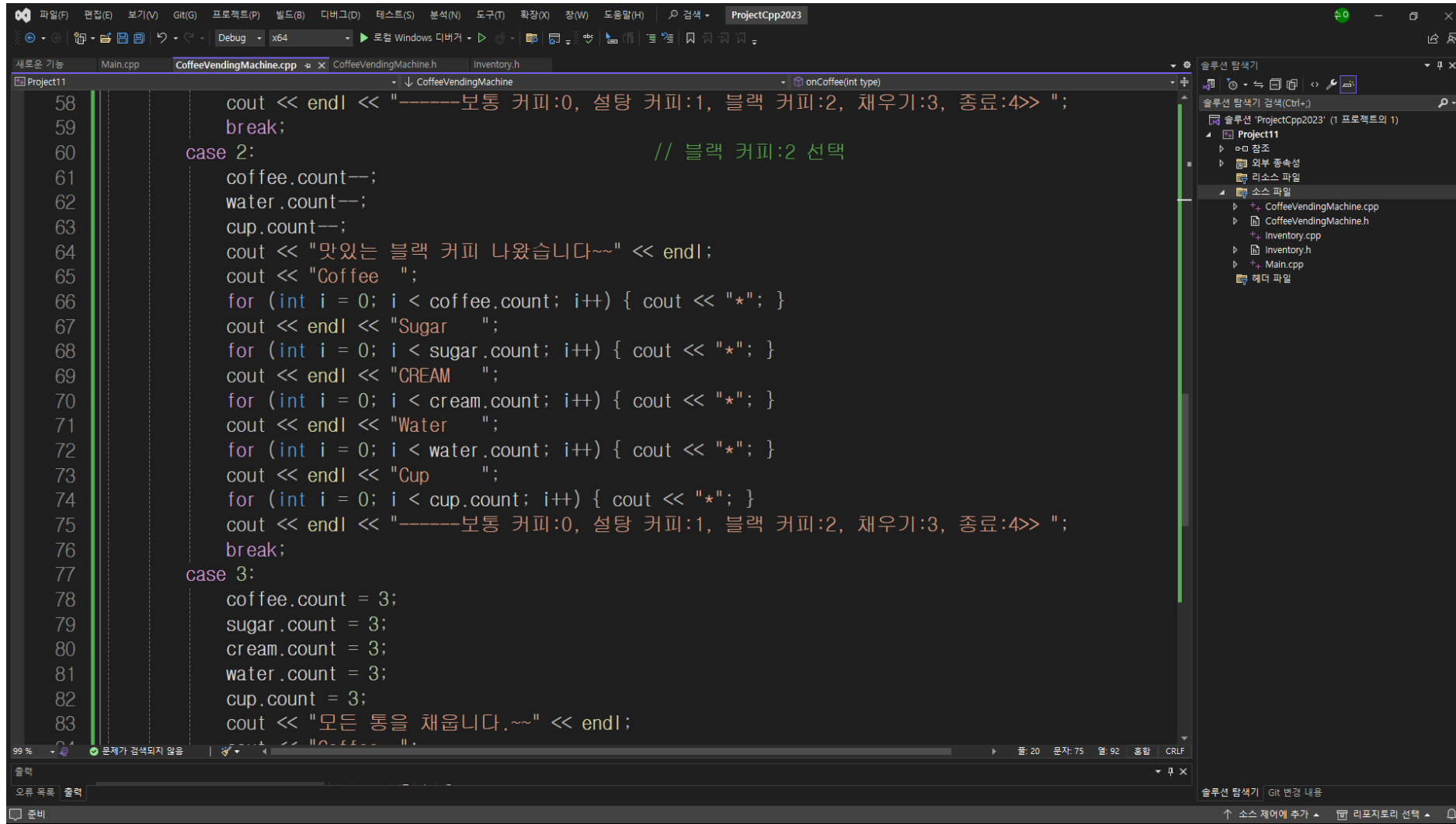
```
17 void CoffeeVendingMachine::onCoffee(int type) {
18     if (inventoryZero()) {
19         cout << "재고가 없습니다. 3번을 눌러 재고를 채워주세요." << endl;
20         cout << endl << "-----보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> ";
21     }
22     else {
23         switch (type) {
24             case 0: // 보통 커피:0 선택
25                 coffee.count--;
26                 cream.count--;
27                 water.count--;
28                 cup.count--;
29                 cout << "맛있는 보통 커피 나왔습니다~~" << endl;
30                 cout << "Coffee ";
31                 for (int i = 0; i < coffee.count; i++) { cout << "*"; }
32                 cout << endl << "Sugar ";
33                 for (int i = 0; i < sugar.count; i++) { cout << "*"; }
34                 cout << endl << "CREAM ";
35                 for (int i = 0; i < cream.count; i++) { cout << "*"; }
36                 cout << endl << "Water ";
37                 for (int i = 0; i < water.count; i++) { cout << "*"; }
38                 cout << endl << "Cup ";
39                 for (int i = 0; i < cup.count; i++) { cout << "*"; }
40                 cout << endl << "-----보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> ";
41                 break;
42             case 1: // 설탕 커피:1 선택
```

[01] CoffeeVendingMachine.cpp (3/5)



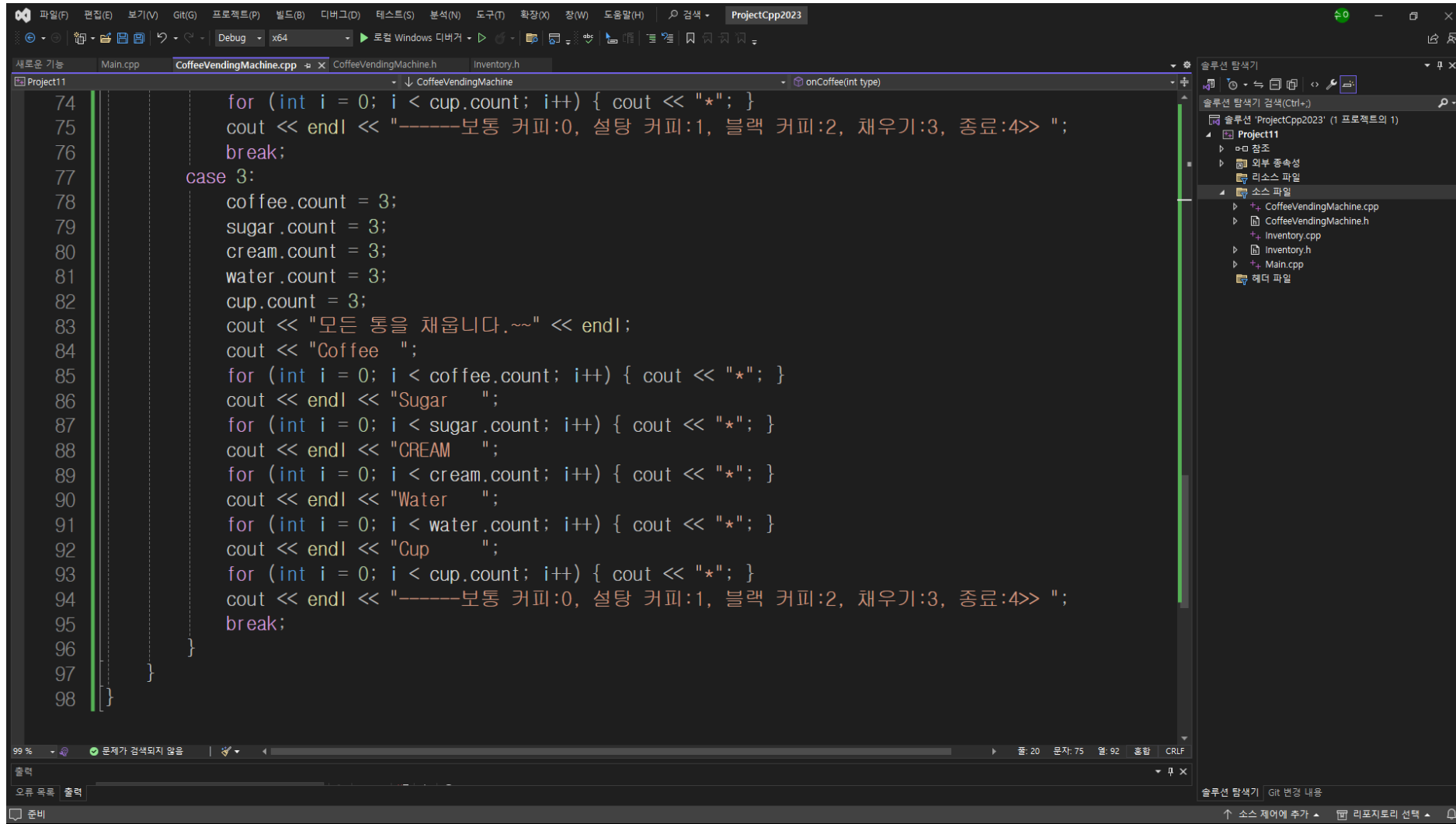
```
41         break;
42     case 1: // 설탕 커피:1 선택
43         coffee.count--;
44         sugar.count--;
45         water.count--;
46         cup.count--;
47         cout << "맛있는 설탕 커피 나왔습니다~~" << endl;
48         cout << "Coffee ";
49         for (int i = 0; i < coffee.count; i++) { cout << "*"; }
50         cout << endl << "Sugar ";
51         for (int i = 0; i < sugar.count; i++) { cout << "*"; }
52         cout << endl << "CREAM ";
53         for (int i = 0; i < cream.count; i++) { cout << "*"; }
54         cout << endl << "Water ";
55         for (int i = 0; i < water.count; i++) { cout << "*"; }
56         cout << endl << "Cup ";
57         for (int i = 0; i < cup.count; i++) { cout << "*"; }
58         cout << endl << "-----보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> ";
59         break;
60     case 2: // 블랙 커피:2 선택
61         coffee.count--;
62         water.count--;
63         cup.count--;
64         cout << "맛있는 블랙 커피 나왔습니다~~" << endl;
65         cout << "Coffee ";
66         for (int i = 0; i < coffee.count; i++) { cout << "*"; }
```

[01] CoffeeVendingMachine.cpp (4/5)



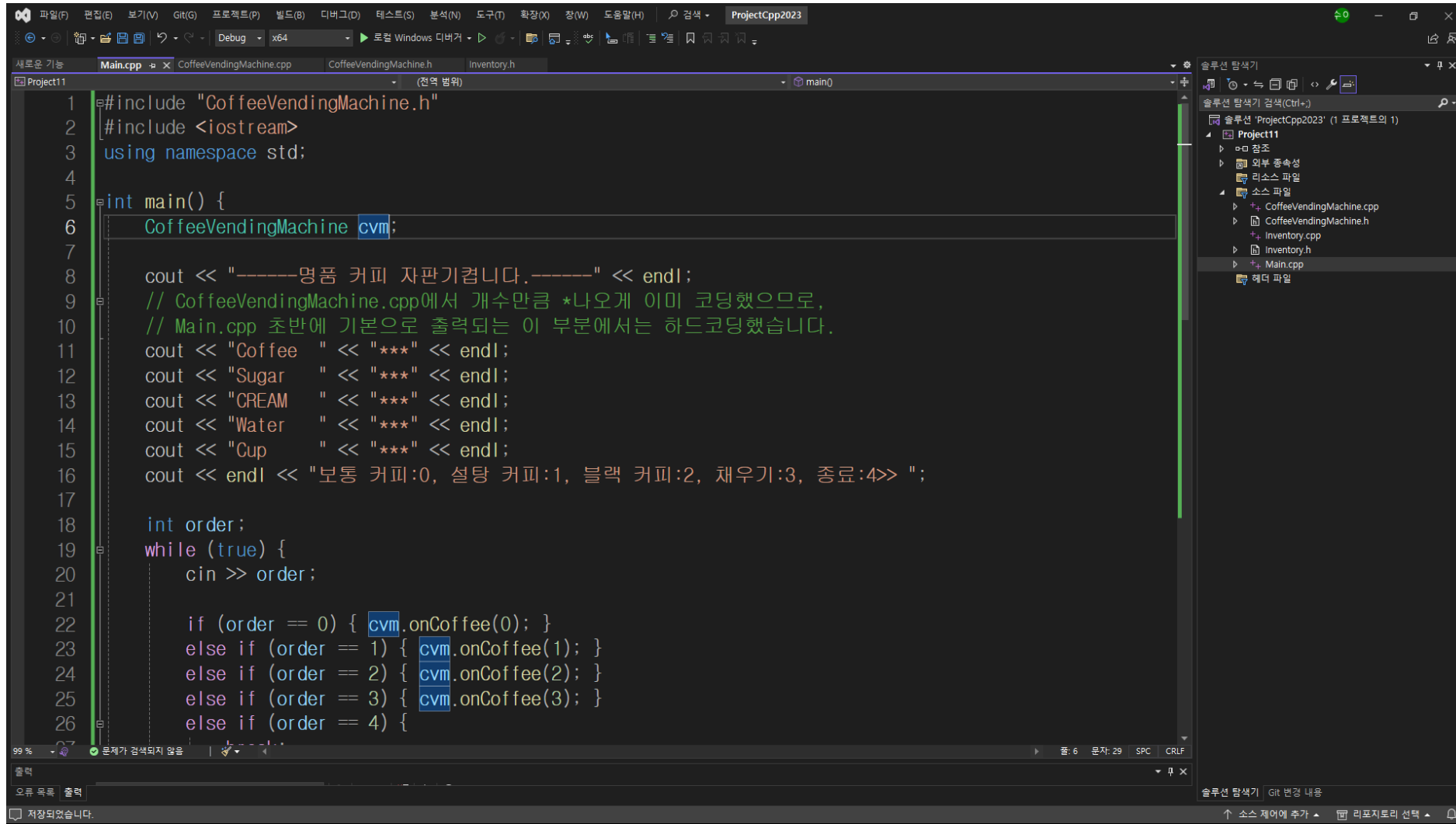
```
58         cout << endl << "-----보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> ";
59         break;
60     case 2:                                     // 블랙 커피:2 선택
61         coffee.count--;
62         water.count--;
63         cup.count--;
64         cout << "맛있는 블랙 커피 나왔습니다~~" << endl;
65         cout << "Coffee  ";
66         for (int i = 0; i < coffee.count; i++) { cout << "*"; }
67         cout << endl << "Sugar  ";
68         for (int i = 0; i < sugar.count; i++) { cout << "*"; }
69         cout << endl << "CREAM  ";
70         for (int i = 0; i < cream.count; i++) { cout << "*"; }
71         cout << endl << "Water  ";
72         for (int i = 0; i < water.count; i++) { cout << "*"; }
73         cout << endl << "Cup    ";
74         for (int i = 0; i < cup.count; i++) { cout << "*"; }
75         cout << endl << "-----보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> ";
76         break;
77     case 3:
78         coffee.count = 3;
79         sugar.count = 3;
80         cream.count = 3;
81         water.count = 3;
82         cup.count = 3;
83         cout << "모든 통을 채웁니다~~" << endl;
```

[01] CoffeeVendingMachine.cpp (5/5)



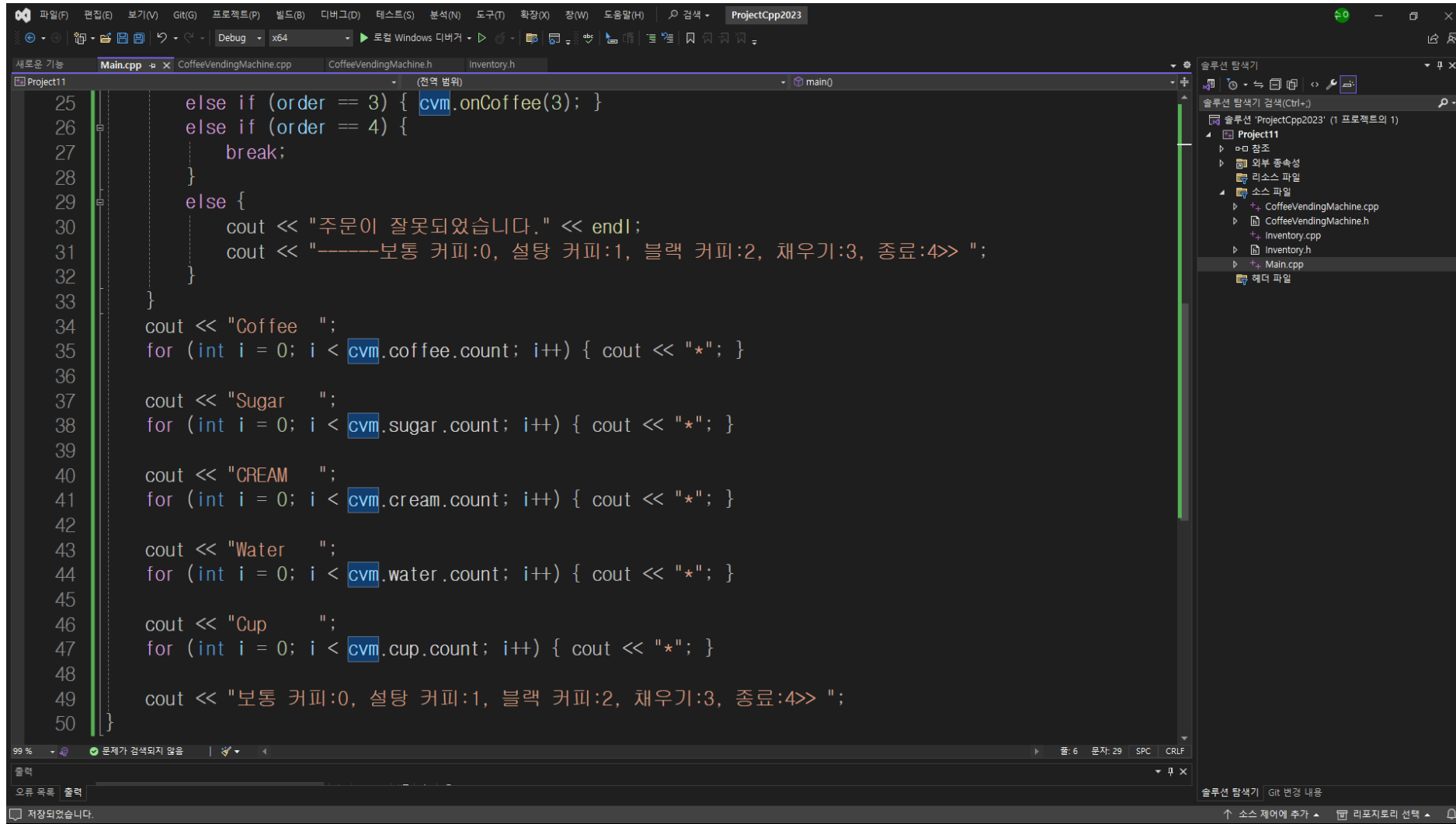
```
74     for (int i = 0; i < cup.count; i++) { cout << "*"; }
75     cout << endl << "-----보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> ";
76     break;
77     case 3:
78         coffee.count = 3;
79         sugar.count = 3;
80         cream.count = 3;
81         water.count = 3;
82         cup.count = 3;
83         cout << "모든 통을 채웁니다.~~" << endl;
84         cout << "Coffee  ";
85         for (int i = 0; i < coffee.count; i++) { cout << "*"; }
86         cout << endl << "Sugar  ";
87         for (int i = 0; i < sugar.count; i++) { cout << "*"; }
88         cout << endl << "CREAM  ";
89         for (int i = 0; i < cream.count; i++) { cout << "*"; }
90         cout << endl << "Water  ";
91         for (int i = 0; i < water.count; i++) { cout << "*"; }
92         cout << endl << "Cup    ";
93         for (int i = 0; i < cup.count; i++) { cout << "*"; }
94         cout << endl << "-----보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> ";
95         break;
96     }
97 }
98 }
```


[01] Main.cpp (1/2)



```
1 #include "CoffeeVendingMachine.h"
2 #include <iostream>
3 using namespace std;
4
5 int main() {
6     CoffeeVendingMachine cvm;
7
8     cout << "-----명품 커피 자판기입니다.-----" << endl;
9     // CoffeeVendingMachine.cpp에서 개수만큼 *나오게 이미 코딩했으므로,
10    // Main.cpp 초반에 기본으로 출력되는 이 부분에서는 하드코딩했습니다.
11    cout << "Coffee " << "***" << endl;
12    cout << "Sugar  " << "***" << endl;
13    cout << "CREAM   " << "***" << endl;
14    cout << "Water   " << "***" << endl;
15    cout << "Cup     " << "***" << endl;
16    cout << endl << "보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> ";
17
18    int order;
19    while (true) {
20        cin >> order;
21
22        if (order == 0) { cvm.onCoffee(0); }
23        else if (order == 1) { cvm.onCoffee(1); }
24        else if (order == 2) { cvm.onCoffee(2); }
25        else if (order == 3) { cvm.onCoffee(3); }
26        else if (order == 4) {
```

[01] Main.cpp (2/2)

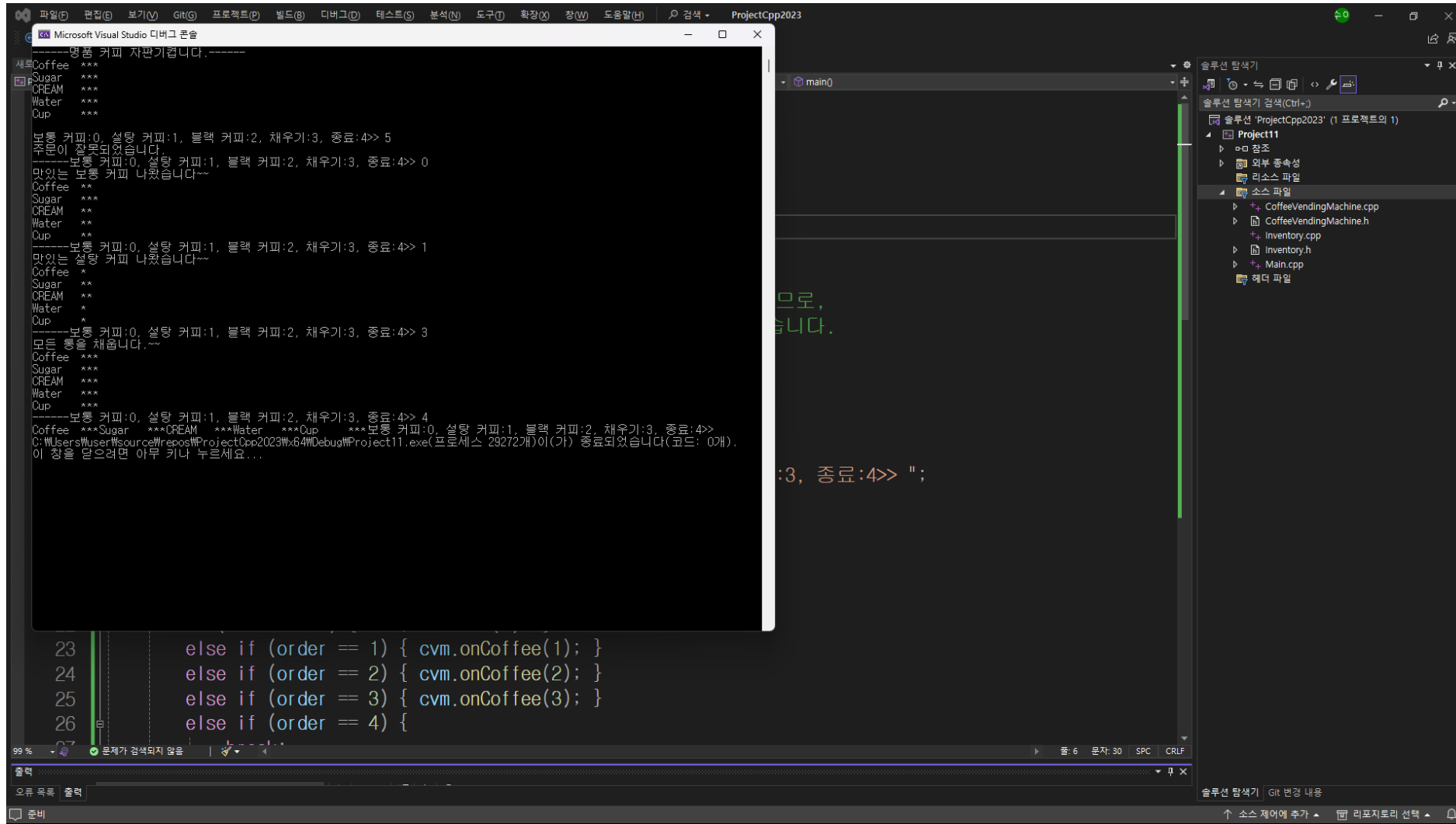


```
25     else if (order == 3) { cvm.onCoffee(3); }
26     else if (order == 4) {
27         break;
28     }
29     else {
30         cout << "주문이 잘못되었습니다." << endl;
31         cout << "-----보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> ";
32     }
33 }
34 cout << "Coffee  ";
35 for (int i = 0; i < cvm.coffee.count; i++) { cout << "*"; }
36
37 cout << "Sugar  ";
38 for (int i = 0; i < cvm.sugar.count; i++) { cout << "*"; }
39
40 cout << "CREAM  ";
41 for (int i = 0; i < cvm.cream.count; i++) { cout << "*"; }
42
43 cout << "Water  ";
44 for (int i = 0; i < cvm.water.count; i++) { cout << "*"; }
45
46 cout << "Cup    ";
47 for (int i = 0; i < cvm.cup.count; i++) { cout << "*"; }
48
49 cout << "보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> ";
50 }
```

IDE Interface Details:

- File Explorer (Project11):
 - Project11
 - 외부 종속성
 - 리소스 파일
 - 소스 파일
 - CoffeeVendingMachine.cpp
 - CoffeeVendingMachine.h
 - Inventory.cpp
 - Inventory.h
 - Main.cpp (Selected)
 - 헤더 파일
- Output Window: 99% | 문제 가 검색되지 않음 | 플: 6 문자: 29 SPC CRLF
- Status Bar: 저장되었습니다.

[이] 실행결과 (1) 교재와 동일한 결과

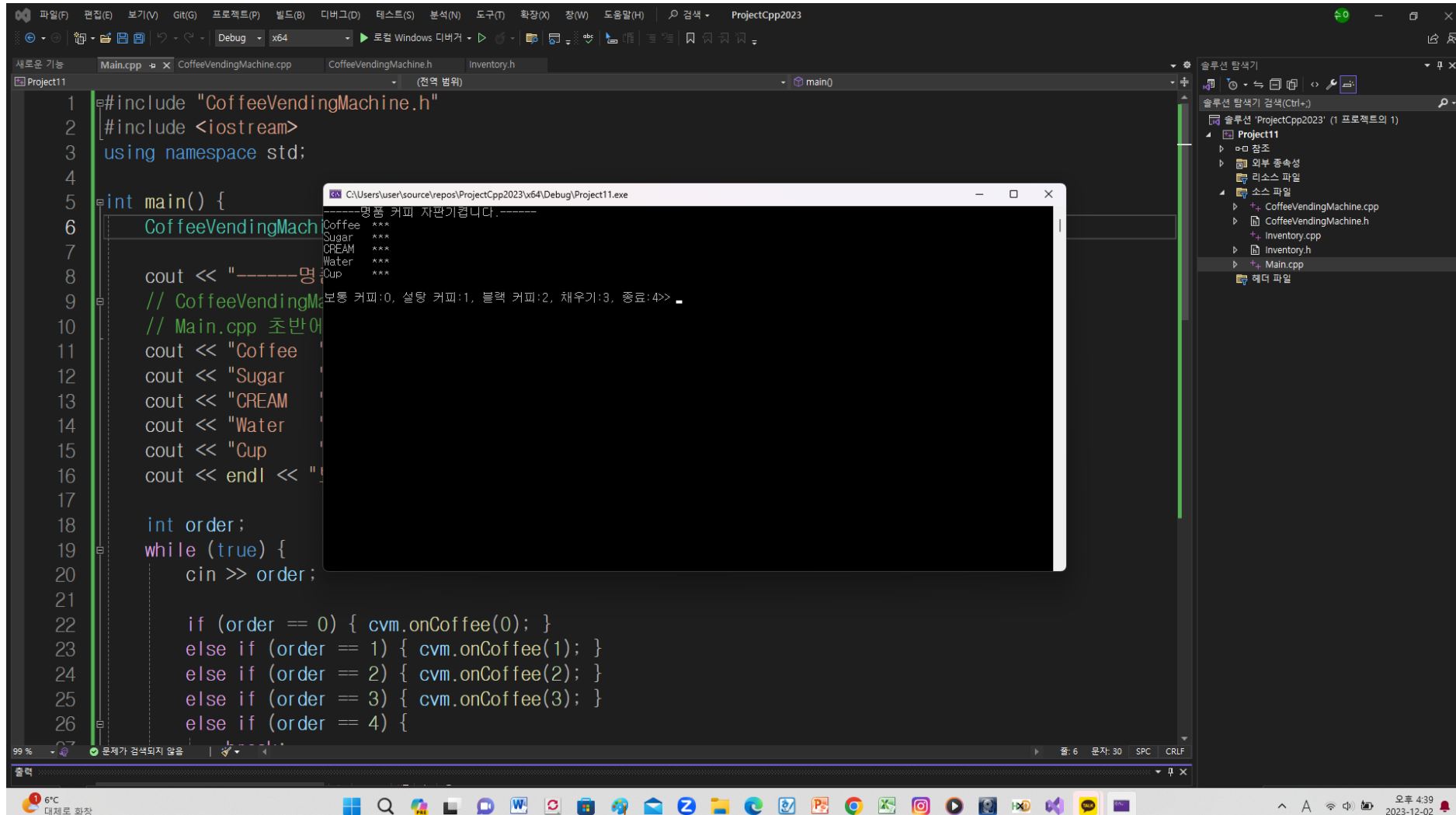


```
Microsoft Visual Studio 디버그 콘솔
-----영점 커피 자판기입니다.-----
선택Coffee ***
Sugar ***
CREAM ***
Water ***
Cup ***

보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 5
주문이 잘못되었습니다.
-----보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 0
맛있는 보통 커피 나왔습니다~~
Coffee **
Sugar ***
CREAM **
Water **
Cup **
-----보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 1
맛있는 설탕 커피 나왔습니다~~
Coffee *
Sugar **
CREAM **
Water *
Cup *
-----보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 3
모든 항목을 채웁니다.~~
Coffee ***
Sugar ***
CREAM ***
Water ***
Cup ***
-----보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 4
Coffee ***Sugar ***CREAM ***Water ***Cup ***보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>>
C:\Users\User\source\repos\ProjectCpp2023\64\Debug\Project11.exe(프로세스 29272개)이 (가) 종료되었습니다(코드: 0개).
이 창을 닫으려면 아무 키나 누르세요...

23     else if (order == 1) { cvm.onCoffee(1); }
24     else if (order == 2) { cvm.onCoffee(2); }
25     else if (order == 3) { cvm.onCoffee(3); }
26     else if (order == 4) {
```

[이] 실행결과 (2) 실행 후 기본값



```
#include "CoffeeVendingMachine.h"
#include <iostream>
using namespace std;

int main() {
    CoffeeVendingMachine cvm;
    cout << "-----명품 커피 자판기입니다.-----" << endl;
    // CoffeeVendingMachine.h
    // Main.cpp 초반에
    cout << "Coffee" << endl;
    cout << "Sugar" << endl;
    cout << "CREAM" << endl;
    cout << "Water" << endl;
    cout << "Cup" << endl;
    cout << endl << "보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> ";

    int order;
    while (true) {
        cin >> order;

        if (order == 0) { cvm.onCoffee(0); }
        else if (order == 1) { cvm.onCoffee(1); }
        else if (order == 2) { cvm.onCoffee(2); }
        else if (order == 3) { cvm.onCoffee(3); }
        else if (order == 4) { }
```

실행 결과 (2) 실행 후 기본값

명품 커피 자판기입니다.

Coffee

Sugar

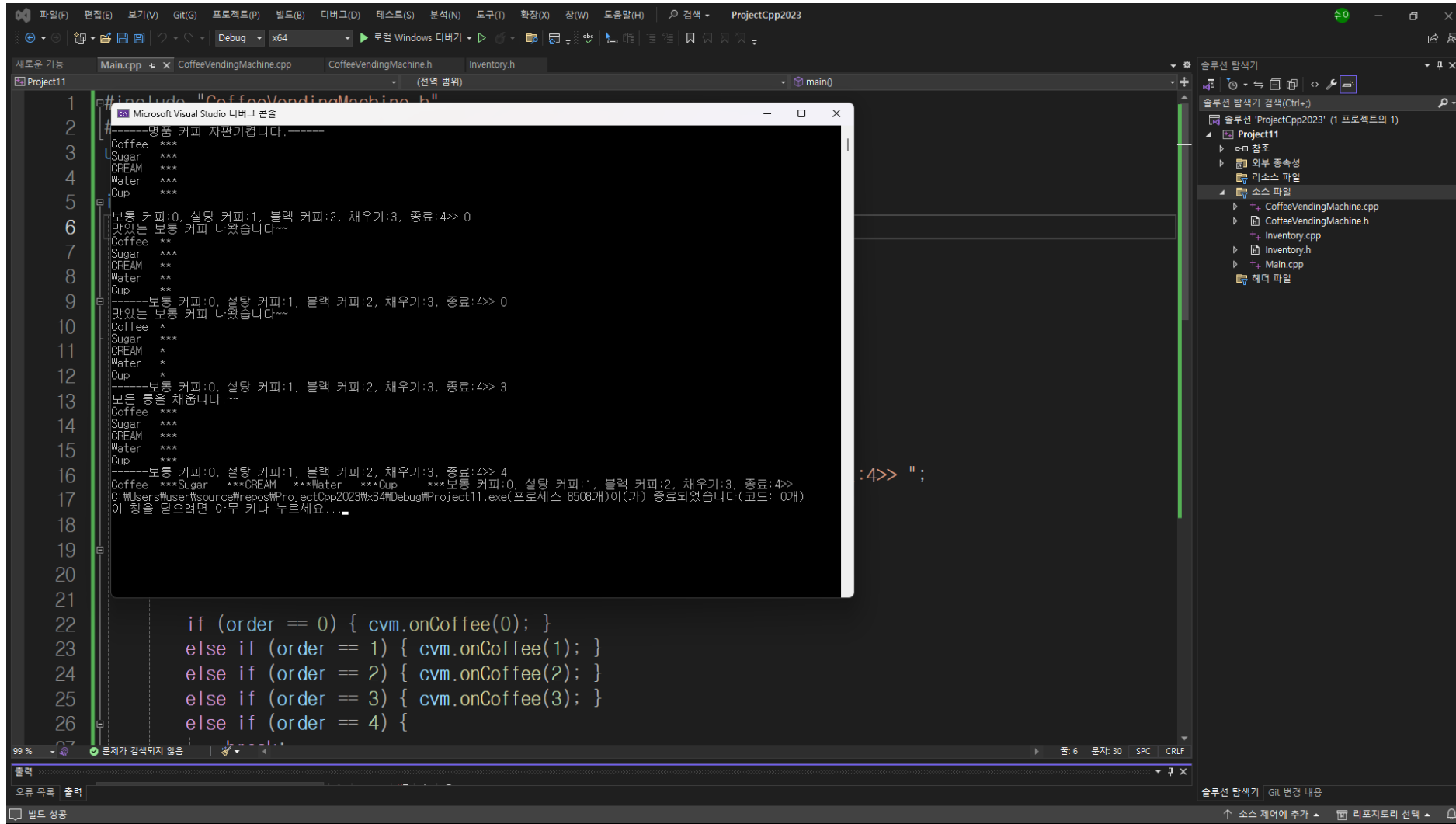
CREAM

Water

Cup

보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>>

[이] 실행결과 (3) 0번(보통커피)+3번+4번



```
#include "CoffeeVendingMachine.h"

int main()
{
    CoffeeVendingMachine cvm;
    cvm.onMenu();
    int order;
    while (true)
    {
        order = cvm.onCoffee();
        if (order == 0) { cvm.onCoffee(0); }
        else if (order == 1) { cvm.onCoffee(1); }
        else if (order == 2) { cvm.onCoffee(2); }
        else if (order == 3) { cvm.onCoffee(3); }
        else if (order == 4) { cvm.onCoffee(4); }
    }
}
```

Microsoft Visual Studio 디버그 콘솔

```
-----보통 커피 자판기입니다.-----
Coffee ***
Sugar ***
CREAM ***
Water ***
Cup ***

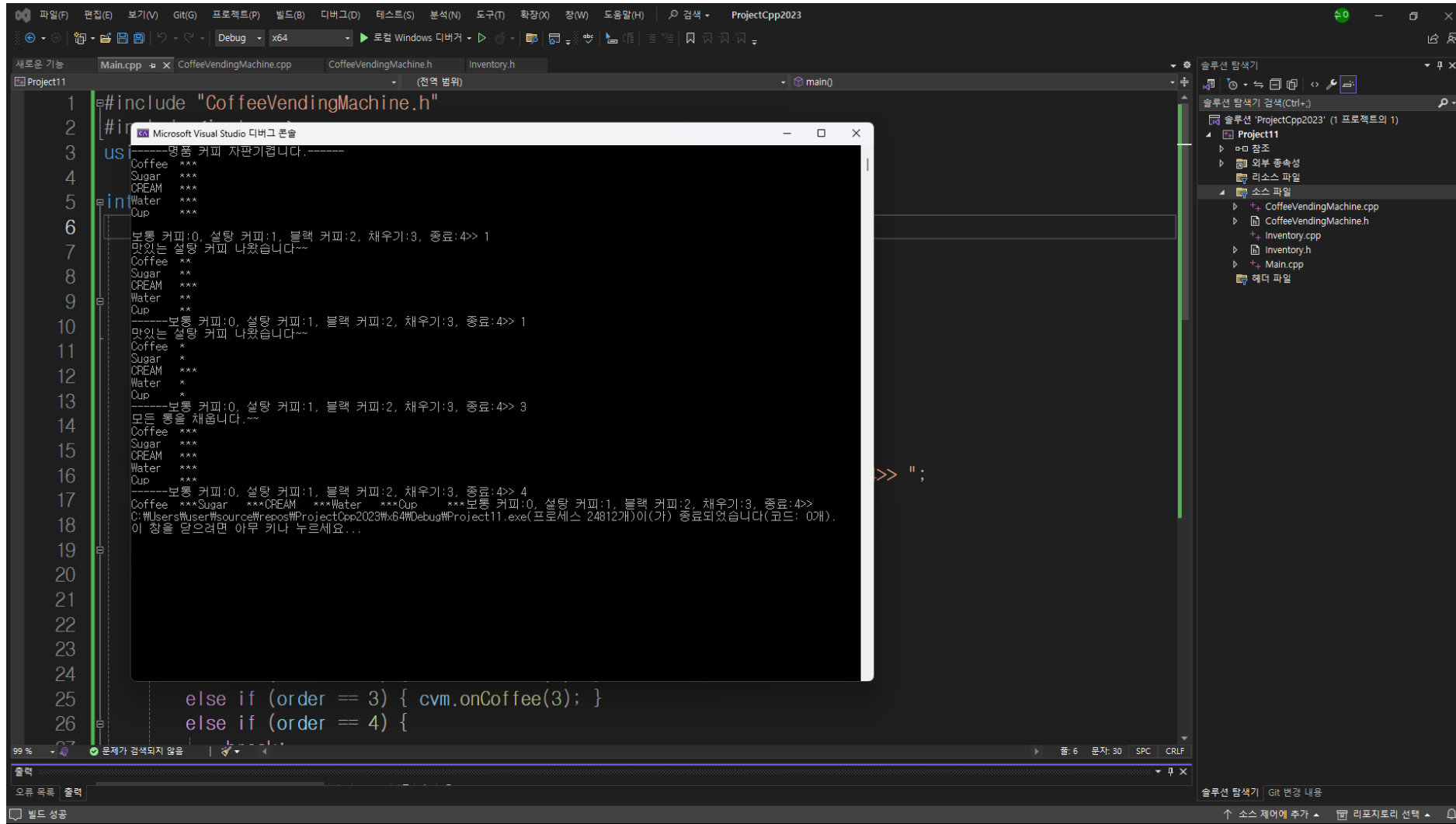
보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 0
맛있는 보통 커피 나왔습니다~~
Coffee *
Sugar *
CREAM *
Water *
Cup *

보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 0
맛있는 보통 커피 나왔습니다~~
Coffee *
Sugar *
CREAM *
Water *
Cup *

보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 3
모든 것을 채웁니다.~~
Coffee ***
Sugar ***
CREAM ***
Water ***
Cup ***

보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 4
Coffee ***Sugar ***CREAM ***Water ***Cup ***보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>>
C:\Users\User\source\repos\ProjectCpp2023\Debug\Project11.exe (프로세스 8508개)이(가) 종료되었습니다(코드: 0개).
이 창을 알으려면 아무 키나 누르세요...
```

[이] 실행결과 (4) 1번(설탕커피)+3번+4번



```
#include "CoffeeVendingMachine.h"
using namespace std;
int main()
{
    CoffeeVendingMachine cvm;
    cvm.onCoffee(1);
    cvm.onCoffee(3);
    cvm.onCoffee(4);
    return 0;
}
```

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-----설탕 커피 차판기입니다.-----
Coffee ***
Sugar ***
CREAM ***
Water ***
Cup ***
보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 1
맛있는 설탕 커피 나왔습니다~~
Coffee *
Sugar *
CREAM ***
Water *
Cup *
보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 3
맛있는 설탕 커피 나왔습니다~~
Coffee *
Sugar *
CREAM ***
Water *
Cup *
보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 4
맛있는 설탕 커피 나왔습니다~~
Coffee ***Sugar ***CREAM ***Water ***Cup ***보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>>
이 창을 닫으려면 아무 키나 누르세요...

else if (order == 3) { cvm.onCoffee(3); }
else if (order == 4) {

99% 빌드 성공

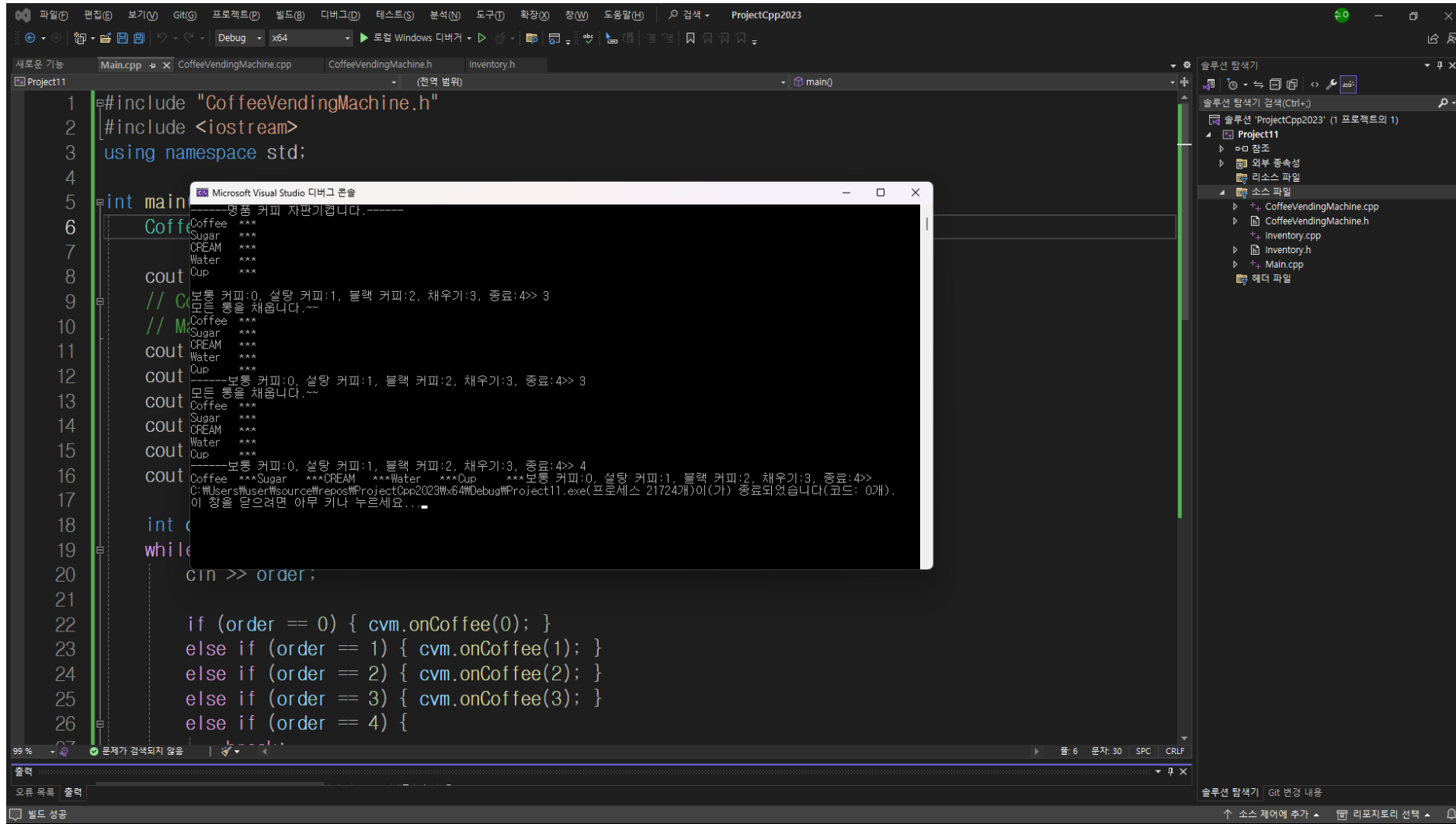
[이] 실행결과 (5) 2번(블랙커피)+3번+4번

```
1 #include "CoffeeVendingMachine.h"
2 #include <iostream>
3 using namespace std;
4
5 int main()
6 {
7     CoffeeVendingMachine cvm;
8     int order;
9     while (true)
10     {
11         cout << "보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> ";
12         cin >> order;
13         if (order == 0)
14             continue;
15         if (order == 1)
16             cvm.onCoffee(1);
17         else if (order == 2)
18             cvm.onCoffee(2);
19         else if (order == 3)
20             cvm.onCoffee(3);
21         else if (order == 4)
22             cvm.onCoffee(4);
23     }
24 }
```

실행 결과 (5) 2번(블랙커피)+3번+4번

보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 2
맛있는 블랙 커피 나왔습니다~
Coffee ***
Sugar ***
CREAM ***
Water ***
Cup ***
---보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 3
맛있는 블랙 커피 나왔습니다~
Coffee ***
Sugar ***
CREAM ***
Water ***
Cup ***
---보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 4
맛있는 블랙 커피 나왔습니다~
Coffee ***
Sugar ***
CREAM ***
Water ***
Cup ***
---보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 4
Coffee ***Sugar ***CREAM ***Water ***Cup ***보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>>
이 창을 닫으려면 아무 키나 누르세요...

[이] 실행결과 (6) 3번(채우기)+4번



The screenshot displays the Visual Studio IDE with a C++ project named 'ProjectCpp2023'. The main code file, 'Main.cpp', is open, showing a program that interacts with a 'CoffeeVendingMachine' class. The code includes headers for 'CoffeeVendingMachine.h' and 'iostream', and uses the 'std' namespace. The 'main' function starts by displaying a menu of items (Coffee, Sugar, OREAM, Water, Cup) and their prices. It then enters a loop where it prompts the user to enter an order number (0-4). The code shows the first two iterations of this loop, where the user enters 3 and 4, and the machine dispenses the corresponding items. The output window shows the program's execution, including the menu display and the user's input.

```
#include "CoffeeVendingMachine.h"
#include <iostream>
using namespace std;

int main()
{
    CoffeeVendingMachine cvm;
    cvm.onMenu();
    int order;
    while (true)
    {
        cin >> order;

        if (order == 0) { cvm.onCoffee(0); }
        else if (order == 1) { cvm.onCoffee(1); }
        else if (order == 2) { cvm.onCoffee(2); }
        else if (order == 3) { cvm.onCoffee(3); }
        else if (order == 4) { cvm.onCoffee(4); }
    }
}
```

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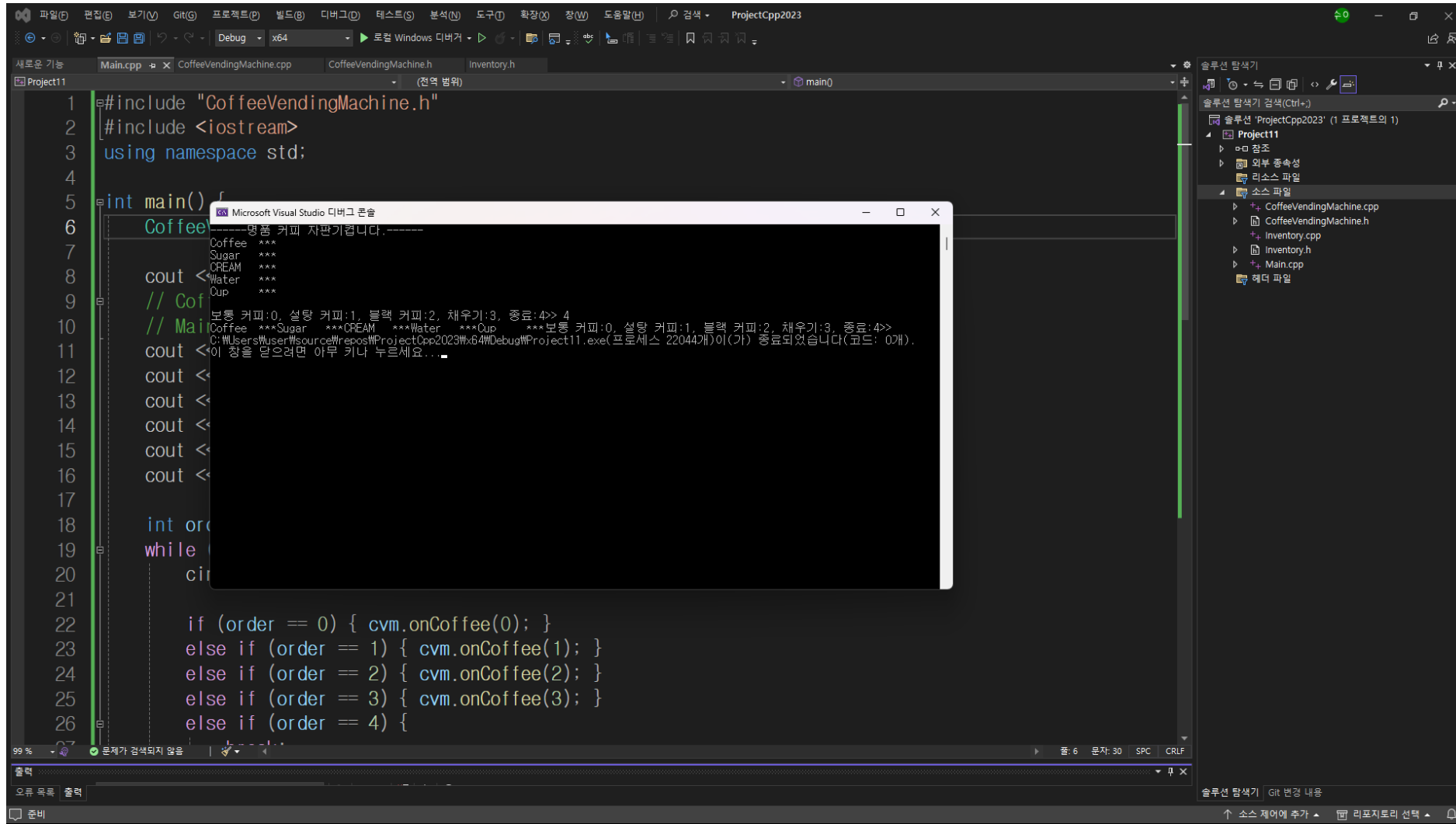
```
---메뉴 커피 자판기입니다.---
Coffee ***
Sugar ***
OREAM ***
Water ***
Cup ***

보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 3
모든 항목을 채웁니다.~
Coffee ***
Sugar ***
OREAM ***
Water ***
Cup ***

보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 3
모든 항목을 채웁니다.~
Coffee ***
Sugar ***
OREAM ***
Water ***
Cup ***

보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> 4
Coffee ***Sugar ***OREAM ***Water ***Cup ***보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>>
C:\Users\Muser\source\repos\ProjectCpp2023\Debug\Project11.exe (프로세스 21724개)이(가) 종료되었습니다. (코드: 0개).
이 창을 닫으려면 아무 키나 누르세요...
```


[이] 실행결과 (7) 4번(종료)



```
1 #include "CoffeeVendingMachine.h"
2 #include <iostream>
3 using namespace std;
4
5 int main() {
6     CoffeeVendingMachine cvm;
7     cout << "보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4>> ";
8     // Coffee
9     // Main
10    cout << "Coffee ***\nSugar ***\nCREAM ***\nWater ***\nCup ***\n";
11    cout << "이 창을 닫으려면 아무 키나 누르세요... ";
12    cout << "\n";
13    cout << "\n";
14    cout << "\n";
15    cout << "\n";
16    cout << "\n";
17
18    int order;
19    while (true) {
20        cin >> order;
21
22        if (order == 0) { cvm.onCoffee(0); }
23        else if (order == 1) { cvm.onCoffee(1); }
24        else if (order == 2) { cvm.onCoffee(2); }
25        else if (order == 3) { cvm.onCoffee(3); }
26        else if (order == 4) {
```

Microsoft Visual Studio 디버그 콘솔

보통 커피:0, 설탕 커피:1, 블랙 커피:2, 채우기:3, 종료:4> 4
Coffee ***
Sugar ***
CREAM ***
Water ***
Cup ***
이 창을 닫으려면 아무 키나 누르세요...
C:\Users\User\source\repos\ProjectCpp2023\64\Debug\Project11.exe (프로세스 22044개)이(가) 종료되었습니다(코드: 0개).