**학번 : 18 이름 : 정민재**

* **알고리즘**
1. ON/OFF 체크 변수 : cBit, 입력 변수 cInput
2. 무한루프
3. [입력] cInput
4. [판단] cInput >= ‘1’ && cInput <= ‘4’
	1. True
		1. cInput = 1 << (cInput - '0')-1
		2. [판단] (cBit & cInput) == cInput
			1. True
				1. cBit = cBit & ~cInput
				2. [이동] 4.1.3.
			2. False
				1. cBit = cBit |cInput
				2. [이동] 4.1.3.
		3. i = 0
		4. [판단] i <= 3
			1. True
				1. [판단] ((cBit >> i) % 2) == 0

True

[출력] Room[i] : OFF

[이동] 4.1.4.1.2.

False

[출력] Room[i] : ON

[이동] 4.1.4.1.2.

* + - * 1. i = i + 1
				2. [이동] 4.1.4.
			1. False
				1. [출력] 한줄내림
				2. [이동] 3.
	1. False
		1. [출력] 종료메세지
		2. 종료
1. **[출처]** [제어문 #2 switch ~ case (Busan Game Academy Programming)](http://cafe.naver.com/bgap/27) |**작성자** [석양](http://cafe.naver.com/bgap.cafe?iframe_url=/CafeMemberNetworkView.nhn%3Fm=view%26memberid=iksuckyang)
* **순서도**

