

Cross Reference for Project 2

You are to fill-in with where located in code

Chapter	Section	Topic	Where Line #'s	Pts	Notes
13		Classes			
	1 to 3	Instance of a Class	49	4	
	4	Private Data Members	GameStats.h 17-21 FinalPlayerStats.h 17-18	4	Never Public
	5	Specification vs. Implementation	Player.h + Player.cpp GameStats.h + GameStats.cpp FinalPlayerStats.h + FinalPlayerStats.cpp	4	.h vs. .cpp files Always split
	6	Inline	Player.h: 44-52	4	
	7, 8, 10	Constructors	JobBase.h: 25, 33 main.cpp: 53, 54	4	I use a default constructor as a placeholder in my career array of objects
	9	Destructors	Job.h: 30	4	
	12	Arrays of Objects	84, 85, 86	4	
	16	UML	Write-Up	4	
14		More about Classes			
	1	Static	Spin.h	5	
	2	Friends	GameStats.h: 43	2	GameStats class is a friend of FinalPlayerStats class
	4	Copy Constructors	Player.h: 32 Main.cpp 129	5	copy starting player data to an object to use when printing results at the end of the game
	5	Operator Overloading	Player.cpp: 74, 108, 149	8	Overload 3 operators
	7	Aggregation	Player.h: 19	6	
15		Inheritance			
	1	Protected members	Player.h: 19-27	6	
	2 to 5	Base Class to Derived	FinalPlayerStats.h: 15	6	FinalPlayerStats derives from Player class
	6	Polymorphic associations	Job.h: 26 CollegeJob.h: 30	6	Virtual function in Job Bass to print a message depending on regular/college job
	7	Abstract Classes	JobBase.h	6	
16		Advanced Classes			
	1	Exceptions	main.cpp: 250-256 Player.cpp: 43-45	6	
	2 to 4	Templates	GameStats.h: 38-41 main.cpp: 373, 381	6	template function used to compare starting data with final player stats
	5	STL	main.cpp: 276	6	
		Sum		100	