**Cross Reference from Project 1**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Chapter** | **Section** | **Topic** | **Where Line #''s** | **Pts** | **Notes** |
| 2 | 2 | cout | 67 |  |  |
|  | 3 | libraries | 9-15 | 5 | iostream, iomanip, cmath, cstdlib, fstream, string, ctime |
|  | 4 | variables/literals | 49-58 |  | No variables in global area, failed project! |
|  | 5 | Identifiers | 51 |  |  |
|  | 6 | Integers | 53 | 1 |  |
|  | 7 | Characters | 52 | 1 |  |
|  | 8 | Strings | 55 | 1 |  |
|  | 9 | Floats No Doubles | 54 | 1 | Using doubles will fail the project, floats OK! |
|  | 10 | Bools | 118 | 1 |  |
|  | 11 | Sizeof \*\*\*\*\* |  |  |  |
|  | 12 | Variables 7 characters or less | 49-58 |  | All variables <= 7 characters |
|  | 13 | Scope \*\*\*\*\* No Global Variables |  |  |  |
|  | 14 | Arithmetic operators | 97 |  |  |
|  | 15 | Comments 20%+ | 70 | 2 | Model as pseudo code |
|  | 16 | Named Constants | 22 |  | All Local, only Conversions/Physics/Math in Global area |
|  | 17 | Programming Style \*\*\*\*\* Emulate |  |  | Emulate style in book/in class repositiory |
|  |  |  |  |  |  |
| 3 | 1 | cin | 120 |  |  |
|  | 2 | Math Expression | 227 |  |  |
|  | 3 | Mixing data types \*\*\*\* |  |  |  |
|  | 4 | Overflow/Underflow \*\*\*\* |  |  |  |
|  | 5 | Type Casting | 98 | 1 |  |
|  | 6 | Multiple assignment \*\*\*\*\* |  |  |  |
|  | 7 | Formatting output | 102 | 1 |  |
|  | 8 | Strings | 75 | 1 |  |
|  | 9 | Math Library | N/A | 1 | All libraries included have to be used |
|  | 10 | Hand tracing \*\*\*\*\*\* |  |  |  |
|  |  |  |  |  |  |
| 4 | 1 | Relational Operators | 89 |  |  |
|  | 2 | if | 72 | 1 | Independent if |
|  | 4 | If-else | 122-125 | 1 |  |
|  | 5 | Nesting | 72-74 | 1 |  |
|  | 6 | If-else-if | 89-92 | 1 |  |
|  | 7 | Flags \*\*\*\*\* |  |  |  |
|  | 8 | Logical operators | 122 | 1 |  |
|  | 11 | Validating user input | 166 | 1 |  |
|  | 13 | Conditional Operator | 141 | 1 |  |
|  | 14 | Switch | 176 | 1 |  |
|  |  |  |  |  |  |
| 5 | 1 | Increment/Decrement | 225 | 1 |  |
|  | 2 | While | 66 | 1 |  |
|  | 5 | Do-while | 135-143 | 1 |  |
|  | 6 | For loop | 74 | 1 |  |
|  | 11 | Files input/output both | 64-65 | 2 |  |
|  | 12 | No breaks in loops \*\*\*\*\*\* |  |  | Failed Project if included |
| \*\*\*\*\*\* Not | required to | show | Total | 30 |  |

**Cross Reference for Project 2**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Chapter** | **Section** | **Topic** | **Where Line #''s** | **Pts** | **Notes** |
| 6 |  | Functions |  |  |  |
|  | 3 | Function Prototypes | 25-44 | 4 | Always use prototypes |
|  | 5 | Pass by Value | 137 | 4 |  |
|  | 8 | return | 293 | 4 | A value from a function |
|  | 9 | returning boolean | 126 | 4 |  |
|  | 10 | Global Variables |  | XXX | Do not use global variables -100 pts |
|  | 11 | static variables | N/A | 4 |  |
|  | 12 | defaulted arguments | 426 | 4 |  |
|  | 13 | pass by reference | 146 | 4 |  |
|  | 14 | overloading | 26 & 30 | 5 |  |
|  | 15 | exit() function | 124 | 4 |  |
|  |  |  |  |  |  |
| 7 |  | Arrays |  |  |  |
|  | 1 to 6 | Single Dimensioned Arrays | 57 | 3 |  |
|  | 7 | Parallel Arrays | 57 & 58 | 2 |  |
|  | 8 | Single Dimensioned as Function Arguments | 26 | 2 |  |
|  | 9 | 2 Dimensioned Arrays | N/A | 2 | Emulate style in book/in class repositiory |
|  | 12 | STL Vectors | 58 | 2 |  |
|  |  | Passing Arrays to and from Functions | 223-238 | 5 |  |
|  |  | Passing Vectors to and from Functions | 241-255 | 5 |  |
|  |  |  |  |  |  |
| 8 |  | Searching and Sorting Arrays |  |  |  |
|  | 3 | Bubble Sort | N/A | 4 |  |
|  | 3 | Selection Sort | N/A | 4 |  |
|  | 1 | Linear or Binary Search | N/A | 4 |  |
| \*\*\*\*\*\* Not | required to | show | Total | 70 | Other 30 points from Project 1 first sheet tab |