

Cross Reference for Project 2

Chapter	Section	Topic	Where in Code
			Line number
2	2	cout	378-403
	3	libraries	iostream, iomanip, cmath, cstdlib, fstream, string, ctime
	4	variables/literals	60-72
	5	Identifiers	Yes
	6	Integers	61-69
	7	Characters	60
	8	Strings	70
	9	Floats No Doubles	470, 472
	10	Bools	65
	11	Sizeof *****	
	12	Variables 7 characters or less	Yes
	13	Scope ***** No Global Variables	Yes
	14	Arithmetic operators	452-454
	15	Comments 20%+	Yes
	16	Named Constants	79
	17	Programming Style ***** Emulate	
3	1	cin	112
	2	Math Expression	452-454
	3	Mixing data types ****	
	4	Overflow/Underflow ****	
	5	Type Casting	470-472
	6	Multiple assignment *****	
	7	Formatting output	447-475
	8	Strings	Yes
	9	Math Library	
	10	Hand tracing *****	
4	1	Relational Operators	293, 301, 310
	2	if	301-304
	4	If-else	293-309
	5	Nesting	356-371
	6	If-else-if	163-185
	7	Flags *****	Yes
	8	Logical operators	142-143
	11	Validating user input	142-147
	13	Conditional Operator	
	14	Switch	114-196

5	1	Increment/Decrement	486, 494, 501
	2	While	523-531
	5	Do-while	69-197
	6	For loop	93-100
	11	Files input/output both	512-558
	12	No breaks in loops *****	
6	3	Function Prototypes	27-39
	5	Passing by value	29-39
	8	Returning values from functions	275, 311, 374
	9	Returning a boolean *****	437
	10	No Global Variables Allowed	
		Only Global Constants	
		Meaning Conversions,Physical Constants only	
	11	Static Local	
	12	Default arguments	
	13	Reference Parameters	29-37
	14	Overloading functions	
	15	Exit function *****	131
7	4	Array Initialization	44-51
	6	Processing Arrays	334-346
	7	Parallel Arrays	574-588
	8	Arrays as function arguments	29-39
	9	2-D Arrays	72, 596-600, 552-553
	12	STL Vector	54 and 57, 216
8	1	Linear and Binary Search	364-368
	3	Bubble and Selection Sort	568-580
	5	Search/Sorting Vectors *****	
***** Not	equipped to	show	