

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	Card.h, Computer.h,e	4	
	4	Private Data Members	""	4	Never Public
	5	Specification vs. Implementation	""	4	.h vs. .cpp files Always split
	6	Inline	""	4	
	7, 8, 10	Constructors	""	4	Overloading
	9	Destructors	Hand.cpp	4	
	12	Arrays of Objects	Hand.cpp	4	
	16	UML	Card.h, Computer.h,e	4	
14		More about Classes			
	1	Static	Player.cpp 121	5	
	2	Friends	Player.cpp 120	2	
	4	Copy Constructors	card.h 32	5	
	5	Operator Overloading	card.h 33	8	Overload 3 operators
	7	Aggregation	demo.cpp 8	6	
15		Inheritance			
	1	Protected members	Player.h 25	6	
	2 to 5	Base Class to Derived	Player->Person	6	
	6	Polymorphic associations	Player.cpp 28	6	
	7	Abstract Classes	Player.cpp 40	6	
16		Advanced Classes			
	1	Exceptions	main.cpp 220	6	
	2 to 4	Templates	main.cpp 25	6	
	5	STL	main.cpp	6	
		Sum		100	