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	main.cpp #84,85	4	
	4	Private Data Members	stat.h #15	4	Never Public
	5	Specification vs. Implementation	Ship.h/Ship.cpp or stat.h/stat.cpp	4	.h vs. .cpp files Always split
	6	Inline	Plyr.h #37-40	4	
	7, 8, 10	Constructors	Ship.h #21-22	4	Overloading
	9	Destructors	Plyr.cpp #38-43	4	
	12	Arrays of Objects	main.cpp #46	4	
	16	UML	Doxygen Output	4	
14		More about Classes			
	1	Static	Stat.h #19	5	
	2	Friends	Stat.h #40	2	
	4	Copy Constructors	Stat.h #23	5	
	5	Operator Overloading	Stat.h #43-48	8	Overload 3 operators
	7	Aggregation	Game.cpp #8-12	6	
15		Inheritance			
	1	Protected members	Plyr.h #16-28	6	
	2 to 5	Base Class to Derived	Hmn.h/Hm2.h #10-19	6	
	6	Polymorphic associations	Game.cpp #30	6	
	7	Abstract Classes	Plyr.h #36	6	
16		Advanced Classes			
	1	Exceptions	stfunc.cpp #16-17	6	
	2 to 4	Templates	main.cpp #31-38	6	
	5	STL	stfunc.cpp #13	6	
		Sum		100	