

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		4	main: 98, 101,104
	4	Private Data Members		4	Never Public
	5	Specification vs. Implementation		4	.h vs. .cpp files Always split
	6	Inline		4	deck.h: 41
	7, 8, 10	Constructors		4	Overloading
	9	Destructors		4	player.h: 36 dealer.h: 22 card.h: 29
	12	Arrays of Objects		4	deck.h: 14
	16	UML		4	in project folder
14		More about Classes			
	1	Static		5	card.h: 16
	2	Friends		2	None
	4	Copy Constructors		5	player.h: 33 card.h: 26
	5	Operator Overloading		8	Overload 3 operators card.h: 44, 47, 50
	7	Aggregation		6	deck.h: 14 <-- Contains instances of Card objects
15		Inheritance			
	1	Protected members		6	GameEntity.h: 12
	2 to 5	Base Class to Derived		6	Player and Dealer are derived from GameEntity Card is derived from AbstractCard
	6	Polymorphic associations		6	Player and Dealer contain overriding virtual functions of GameEntity
	7	Abstract Classes		6	GameEntity and AbstractCard
16		Advanced Classes			
	1	Exceptions		6	Player.h: 63,64 Dealer.h: 34, 35 Card.h: 56-61 Deck.h: 46, 47
	2 to 4	Templates		6	Deck.h and Dealer.h are template classes
	5	STL		6	Did not use any vectors, dequeues, sets, or maps
		Sum		100	92/100