Cross Reference from Project 1

You are to fill-in with where located in code

Section	Topic	Where Line #"s	Pts	Notes
2	cout			
3	libraries	97,51,166,48,87,62,48	5	iostream, iomanip, cmath, cstdlib, fstream, string, ctime
4	variables/literals			No variables in global area, failed project!
5	Identifiers			
6	Integers	72	1	
7		71	1	
			1	
		77	1	Using doubles will fail the project, floats OK!
				All variables <= 7 characters
		ves	2	Model as pseudo code
		yes		All Local, only Conversions/Physics/Math in Global area
				Emulate style in book/in class repositiory
- 17	r rogramming oxyre Emulate			Emaiate style in bookin class repusitiony
1	oin.			
		105/10		
		165/48	1	
	-			
		166	1	All libraries included have to be used
10	Hand tracing ******			
	Relational Operators			
	if			Independent if
4	If-else	198	1	
5	Nesting	368	1	
6	If-else-if	401	1	
7	Flags *****			
8	Logical operators	400	1	
11	Validating user input	257	1	
13	Conditional Operator	278	1	
14	Switch	274	1	
1	Increment/Decrement	277	1	
2	While	211	1	
5	Do-while	183	1	
6	For loop	221	1	
11	Files input/output both	just output, line 87	2	
12	No breaks in loops ******			Failed Project if included
12				
12				
	3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 1 2 3 4 5 6 7 8 9 10 11 12 2 4 5 6 7 8 11 13 14 15 6 6 7 8 8 6 7 8 6 7 8 6 7 8 6 7 8 6 7 8 6 7 8 6 7 8 8 6 7 8 6 7 8 8 6 7 8 8 6 7 8 6 7 8 8 6 7 8 8 6 7 8 8 6 7 8 8 6 7 8 8 6 7 8 8 6 7 8 8 6 7 8 8 6 7 8 8 8 8	3	1	3 libraries 97,51,166,48,87,62,48 5 4 variables/literals 5 Identifiers 7 Characters 8 Strings 9 Floats No Doubles 11 Sizeof ***** 12 Variables 7 characters or less 13 Scope ***** No Global Variables 14 Arithmetic operators 15 Comments 20%+ 16 Named Constants 17 Programming Style ***** Emulate 1 cin 2 Math Expression 3 Mixing data types **** 4 Overflow/Underflow **** 5 Type Casting 6 Multiple assignment ***** 1 Relational Operators 1 Relational Operators 1 Relational Operators 1 Relational Operators

Cross Reference for Project 2

You are to fill-in with where located in code

Chapter	Section	Topic	Where Line #"s	Pts	Notes
6		Functions			
	3	Function Prototypes	27	4	Always use prototypes
	5	Pass by Value	27	4	
	8	return	216	4	A value from a function
	9	returning boolean	199	4	
	10	Global Variables		XXX	Do not use global variables -100 pts
	11	static variables	no?	4	
	12	defaulted arguments	31	4	
	13	pass by reference	28	4	
	14	overloading	38/39	5	
	15	exit() function	108	4	
7		Arrays			
	1 to 6	Single Dimensioned Arrays	73	3	
	7	Parallel Arrays	no	2	
	8	Single Dimensioned as Function Arg	27	2	
	9	2 Dimensioned Arrays	no	2	Emulate style in book/in class repositiory
	12	STL Vectors	no	2	
		Passing Arrays to and from Function	220	5	
		Passing Vectors to and from Function	no	5	
8		Searching and Sorting Arrays			
	3	Bubble Sort	421	4	
	3	Selection Sort	434	4	
	1	Linear or Binary Search	no	4	
***** Not r	equired to	show	Total	70	Other 30 points from Proj 1 first sheet tab