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CSC-5 (43969)

**Project 2: Requirements Checklist**

1. **Functions:** Throughout the program
2. **Multiple Parameters:** void EndGameStatDisplayer has multiple parameters “(int pPlayer1, int pPlaye2, string arrName[])”.
   1. **Line: 326**
3. **Argument List:**
4. **Pass by Value:** Functions nextPossibleScorePlayer1(); demonstrates passing data by value by only changing the player's score value within its scopes.
   1. **Lines: 289 - 293**
5. **Defaults:** The prototype void rulesDisplay(); holds default const ints within its parameter list.
   1. **Lines: 24**
6. **Overloading:** is when two functions are have similar names “void EndGameStatDisplayer” with different parameter list.
7. **Returning Values:** pointMeterPlayer1 & healtherMeterPlayer2 both return integer values.
   1. **Lines: 252 - 264**
8. **Array 1D:** arrName[] stores the usernames of both players
   1. **Line: 61**
9. **Array 2D:** userInput[][] is use to create a relationship between the players and their answers.
   1. **Line:** **77**
10. **Array Passed Through Function:** Function int answerCorrectorPlayer1(); has answerAdd[] and userInput[][] passed through it.
11. **Parallel:** Used between the inputUserName array and the array that hold their answers and cycles them to be display
    1. **Line: 108**
12. **Searching & Sorting:** Under function findingFifteen(); uses linear search to find the problem that has 15 as its correct answer.
    1. **Lines: 322 to 337**