

# 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	BlackJackGame.cpp lines 14	4	
	4	Private Data Members	Card.h lines 113-116	4	Never Public
	5	Specification vs. Implementation	multiple file pairs	4	.h vs. .cpp files Always split
	6	Inline	Card.h lines 127,128	4	
	7, 8, 10	Constructors	Card.cpp lines 19-32	4	Overloading
	9	Destructors	Card.cpp lines 46-49	4	
	12	Arrays of Objects	Deck.h lines 99,100	4	
	16	UML	Reflected in entire code structure	4	
14		More about Classes			
	1	Static	Card.h line 103,116	5	
	2	Friends	Card.h line 111	2	
	4	Copy Constructors	Card.cpp line 38	5	
	5	Operator Overloading	Card.cpp lines 95,104,113,135	8	Overload 3 operators
	7	Aggregation	BlackJackGame.h lines 113,116,119,125	6	
15		Inheritance			
	1	Protected members	Player.h lines 140-146	6	
	2 to 5	Base Class to Derived	Player.h lines 153-170	6	
	6	Polymorphic associations	Player.h lines 42,161	6	
	7	Abstract Classes	Player.h lines 45	6	
16		Advanced Classes			
	1	Exceptions	Deck.h 197	6	
	2 to 4	Templates	Deck.h lines 26	6	
	5	STL	Throughout	6	
		Sum		100	