# 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 | 8, 29, 44 | 4 | |
| | 4 | Private Data Members | 10 | 4 | Never Public |
| | 5 | Specification vs. Implementation | Hand.h and Hand.cpp | 4 | .h vs. .cpp files  Always split |
| | 6 | Inline | 12 | 4 | |
| | 7, 8, 10 | Constructors | 14, 34 | 4 | Overloading |
| | 9 | Destructors | 17 | 4 | |
| | 12 | Arrays of Objects | | 4 | |
| | 16 | UML | UML Page | 4 | |
| | | | | | |
| 14 | | More about Classes | | | |
| | 1 | Static | 10 | 5 | |
| | 2 | Friends | | 2 | |
| | 4 | Copy Constructors | | 5 | |
| | 5 | Operator Overloading | | 8 | Overload 3 operators |
| | 7 | Aggregation | 12 | 6 | |
| | | | | | |
| 15 | | Inheritance | | | |
| | 1 | Protected members | 12, 31, 32 | 6 | |
| | 2 to 5 | Base Class to Derived | 29, 44 | 6 | |
| | 6 | Polymorphic associations | 70, 71 in main | 6 | |
| | 7 | Abstract Classes | | 6 | |
| | | | | | |
| 16 | | Advanced Classes | | | |
| | 1 | Exceptions | 292-304 in main | 6 | |
| | 2 to 4 | Templates | 34-37 in main | 6 | |
| | 5 | STL | | 6 | |
| | | | | | |
| | | Sum | | 100 | |