

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	Main.cpp Line #42	4	
	4	Private Data Members	Coord.h Lines #14 & 16	4	Never Public
	5	Specification vs. Implementation	All header files	4	.h vs. .cpp files Always split
	6	Inline	BattleShip.h Line #28	4	
	7, 8, 10	Constructors	Shipclass.h Line #20	4	Overloading
	9	Destructors	Game.h Line# 40	4	
	12	Arrays of Objects	Game.h Line#26	4	
	16	UML		4	
14		More about Classes			
	1	Static	Coord.h Line #13	5	
	2	Friends	Game.h Line #24	2	
	4	Copy Constructors	shipClass.h Line #26	5	
	5	Operator Overloading	Coord.h Line#35 BattleShip.h Line#55	8	Overload 3 operators
	7	Aggregation	Game.h Line#29	6	
15		Inheritance			
	1	Protected members	ShipClass.h Line# 27	6	
	2 to 5	Base Class to Derived	Sub.h Line#13	6	
	6	Polymorphic associations		6	
	7	Abstract Classes		6	

16		Advanced Classes			
	1	Exceptions	Game.cpp Lines #68 - #169	6	
	2 to 4	Templates		6	
	5	STL		6	
		Sum		100	