

CSC/CIS 17A Project 1 Check-Off Sheet

Chapter	#	Section	Concept	#	Points for	Location in	Comments
				Inclusion		Code (line)	
9			Pointers/Memory Allocation				
		1	Memory Addresses				
		2	Pointer Variables		5	main - 64, 65	
		3	Arrays/Pointers		5	Player.h - line 13	
		4	Pointer Arithmetic				
		5	Pointer Initialization				
		6	Comparing				
		7	Function Parameters		5	main - 453	
		8	Memory Allocation		5	main - 64, 65	
		9	Return Parameters		5	main - 152 - 157	
		10	Smart Pointers				
10			Char Arrays and Strings				
		1	Testing				
		2	Case Conversion				
		3	C-Strings		10	main - 34	
		4	Library Functions				
		5	Conversion				
		6	Your own functions				
		7	Strings		10	main - 293	
11			Structured Data				
		1	Abstract Data Types				
		2	Data				
		3	Access				
		4	Initialize				
		5	Arrays		5	214	
		6	Nested		5	Player.h - 17	
		7	Function Arguments		5	main - 601	
		8	Function Return		5	main - 152-158	
		9	Pointers		5	main 64-68	
		10	Unions ****				
		11	Enumeration		5	Card.h - 4-26	
12			Binary Files				
		1	File Operations				
		2	Formatting		2	main - 644-651	
		3	Function Parameters		2	main - 601-628	
		4	Error Testing				
		5	Member Functions		2	Player.cpp - 6-25	
		6	Multiple Files		2	main - 15-16	
		7	Binary Files		5	main - 619	
		8	Records with Structures		5	main - 32, 630	
		9	Random Access Files		5	main - 667-684	
		10	Input/Output Simultaneous		2	main - 667	
			Total		100		