

Chapter	Section	Topic	Line Numbers		
		PHASE ONE			
2	2	cout	Many Throughout		
	3	libraries	27-34		
	4	variables/literals	53-91		
	5	Identifiers	53-91		
	6	Integers	64-83		
	7	Characters	53		
	8	Strings	57-59, 106, 672, 676		
	9	Floats No Doubles	86-89		
	10	Bools	91		
	11	Sizeof *****	Not Required		
	12	Variables 7 characters or less	Many Throughout, 53-91		
	13	Scope ***** No Global Variables	Throughout		
	14	Arithmetic operators	624, 646, 655, 662, 680, 683		
	15	Comments 20%+	Many Throughout		
	16	Named Constants	64		
	17	Programming Style ***** Emulate	Throughout		
3	1	cin	Many Throughout		
	2	Math Expression	655, 662, 679		
	3	Mixing data types ****	679		
	4	Overflow/Underflow ****	Not Required		
	5	Type Casting	651, 655, 679		
	6	Multiple assignment *****	Not Required		
	7	Formatting output	685		
	8	Strings	57-59, 106, 672, 676		
	9	Math Library	662, 667		
	10	Hand tracing *****	Not Required		
4	1	Relational Operators	Many Throughout		
	2	if	Many Throughout		

	4	If-else	Many Throughout		
	5	Nesting	Many Throughout		
	6	If-else-if	Many Throughout		
	7	Flags *****	Not Required		
	8	Logical operators	Many Throughout		
	11	Validating user input	Many Throughout		
	13	Conditional Operator	Many Throughout		
	14	Switch	Many Throughout, Every Time the Player or NPC Draws a Card		
5	1	Increment/Decrement	Many Throughout		
	2	While	616		
	5	Do-while	178-611 is wrapped in a single		
do-while loop					
	6	For loop	Many Throughout		
	11	Files input/output both	616-620, 634-640		
	12	No breaks in loops *****	Throughout		
		PHASE TWO			
6		Functions	177-973		
	3	Function Prototypes	48-65		
	5	Pass by Value	205, 277, Throughout		
	8	return	557, Throughout		
	9	returning boolean	499, 620, 626, Throughout		
	10	Global Variables	NONE		
	11	static variables	40, 41		
	12	defaulted arguments	Throughout - every function		
	13	pass by reference	205, 277, Throughout		
	14	overloading	951		
	15	exit() function	915		
7		Arrays	213, Throughout		

	1 to 6	Single Dimensioned Arrays	565, Throughout		
		7 Parallel Arrays	540, 542		
		8 Single Dimensioned as Function Arguments	848		
		9 2 Dimensioned Arrays	78-81, Throughout		
		12 STL Vectors	92, Throughout		
		Passing Arrays to and from Functions	284, Throughout		
		Passing Vectors to and from Functions	920		
8		Searching and Sorting Arrays	586, 399, Throughout		
		3 Bubble Sort	354		
		3 Selection Sort	399		
		1 Linear or Binary Search	586		