

Cross Reference for Project 2

Where in Code

Chapter	Section	Topic	Line number
2	2	cout	Line 82
	3	libraries	iostream, iomanip, cmath, cstdlib, fstream, string, ctime
	4	variables/literals	Line 83 & Line 59
	5	Identifiers	Line 64
	6	Integers	Line 65
	7	Characters	Line 240
	8	Strings	Line 222 & 232
	9	Floats No Doubles	Line 55
	10	Bools	Line 241
	11	Sizeof *****	N/A
	12	Variables 7 characters or less	Line 53 - 71
	13	Scope ***** No Global Variables	N/A
	14	Arithmetic operators	Line 97
	15	Comments 20%+	All Throughout
	16	Named Constants	Line 21
	17	Programming Style ***** Emulate	N/A
3	1	cin	Line 104
	2	Math Expression	Line 161
	3	Mixing data types ****	N/A
	4	Overflow/Underflow ****	N/A
	5	Type Casting	Line 141
	6	Multiple assignment *****	N/A
	7	Formatting output	Line 345
	8	Strings	Line 222 & 232
	9	Math Library	Line 287
	10	Hand tracing *****	N/A
4	1	Relational Operators	Line 86
	2	if	Line 141
	4	If-else	Line 314 & Line 319
	5	Nesting	Line 335 & Line 336
	6	If-else-if	Line 171 & Line 178
	7	Flags *****	N/A
	8	Logical operators	Line 86
	11	Validating user input	Line 105
	13	Conditional Operator	Line 185
	14	Switch	Line 207
5	1	Increment/Decrement	Line 80
	2	While	Line 126
	5	Do-while	Line 44 & Line 213
	6	For loop	Line 376
	11	Files input/output both	Line 221 - Line 235
	12	No breaks in loops *****	N/A

Cross-List

6	3	Function Prototypes	Line 24 - Line 33
	5	Passing by value	Line 168
	8	Returning values from functions	Line 287
	9	Returning a boolean *****	N/A
	10	No Global Variables Allowed	Line 21
		Only Global Constants	Line 168
		Meaning Conversions,Physical Con	Line 27
	11	Static Local	Line 54
	12	Default arguments	Line 267
	13	Reference Parameters	Line 266
	14	Overloading functions	Line 32 & Line 33 & Line 307 & Line 325
	15	Exit function *****	N/A
7	4	Array Initialization	Line 67
	6	Processing Arrays	Line 367 - Line 370
	7	Parallel Arrays	Line 67 & Line 87
	8	Arrays as function arguments	Line 194
	9	2-D Arrays	Line 70 & Line 343 - Line 349
	12	STL Vector	Line 71 & Line 154
8	1	Linear and Binary Search	Line 380 - Line 383
	3	Bubble and Selection Sort	Line 355 - Line 364
	5	Search/Sorting Vectors *****	N/A
***** Not required to show			