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	14	4	main.cpp
	4	Private Data Members	17, 18	4	Never Public Player.h
	5	Specification vs. Implementation	1, 110 1, 47	4	Player.h/.cpp Yahtzee.h/cpp
	6	Inline	81, 94,102,106	4	Player.h
	7, 8, 10	Constructors	20,24 23	4	Player.h Yahtzee.h
	9	Destructors	25	4	Yahtzee.h
	12	Arrays of Objects	15,16,18	4	Yahtzee.h
	16	UML		4	In Docs folder created by Doxygen
14		More about Classes			
	1	Static	10	5	Yahtzee.h
	2	Friends	36	2	Player.h
	4	Copy Constructors	24	5	Player.h
	5	Operator Overloading	94, 102, 106	8	Overload 3 operators Player.h
	7	Aggregation	16	6	Yahtzee.h *has a player
15		Inheritance			
	1	Protected members	17, 18	6	Player.h
	2 to 5	Base Class to Derived	47, 61	6	Player.h
	6	Polymorphic associations	672, 659, 629, 472	6	Yahtzee.cpp
	7	Abstract Classes	14	6	Player.h
16		Advanced Classes			
	1	Exceptions	61	6	Player.cpp
	2 to 4	Templates	81	6	Player.h
	5	STL	15, 18	6	Yahtzee.h
		Sum		100	