**CSC160 - Final Requirements Locations**

Please complete the table below and submit this document along with your final. This document will aid in allowing your instructor to locate your requirements in your application. In the table below, each of the requirements are numbered and listed. Please locate each of the following requirements in your code and notate the file that it is locate in and the line number. For example, the file would could be *main.cpp* and the line number would be *115*.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Student Name:** | | Cade Nichols | | |
| **Course Number:** | | CSC160 | | |
| **REQ #** | **Requirement** | | **File Name** | **Line Number** |
| 1 | Instantiate first ***subclass*** | | PCGame.h | 5 |
| 1 | Instantiate second ***subclass*** | | ConsoleGame.h | 5 |
| 1 | Demonstrate ***polymorphism*** in first subclass | |  |  |
| 1 | Demonstrate ***polymorphism*** in second subclass | |  |  |
| 3 | Using an ***overloaded operator*** | |  |  |
| 4 | Proper use of ***main function*** | | Source.cpp | 43 |
| 5 | Use of a ***loop*** | | Source.cpp | 45 |
| 6 | Use of a ***decision structure*** | | Source.cpp | 55 |
| 7 | ***Writing data*** to a text file | | Source.cpp | 145 |
| 7 | ***Reading data*** from a text file | | Source.cpp | 85 |
| 8 | Use of a ***dynamically allocated array*** | | Source.cpp | 101 |
| 9 | Defining an ***enumerator*** | | Source.cpp | 14 |
| 10 | Declaring an ***enumerator*** typed variable | | Source.cpp | 100 |
| 10 | Use of an ***enumerator*** | | Source.cpp | 65 |
| 11 | Defining a ***structure*** | |  |  |
| 12 | Declaring a ***structure*** typed variable | |  |  |
| 12 | Use of a ***structure*** | |  |  |
| 13 | Use of a ***function*** with a parameter list and return value | | Source.cpp | 164 |
| 14 | Declaration of a ***pointer*** variable | | Source.cpp | 252 |
| 15 | Use of ***Address of Operator*** of a pointer variable | | Source.cpp | 100 |
| 16 | Use of ***Dereferencing Operator*** of a pointer variable | | Source.cpp | 108 |
| 17 | Access a class or struct using ***member access operator arrow*** | |  |  |
| 18 | Use of a ***dynamic variable*** | | Source.cpp | 101 |
| 19 | Use of ***exception handling*** | | Source.cpp | 83 |
| 20 | Comments in code | | Your instructor will evaluate this requirement | |