

# Cross Referen

You are to fill-in with where l

Chapter	Section	Topic
13		Classes
	1 to 3	Instance of a Class
	4	Private Data Members
	5	Specification vs. Implementation
	6	Inline
	7, 8, 10	Constructors
	9	Destructors
	12	Arrays of Objects
	16	UML
14		More about Classes
	1	Static
	2	Friends
	4	Copy Constructors
	5	Operator Overloading
	7	Aggregation
15		Inheritance
	1	Protected members
	2 to 5	Base Class to Derived

	6	Polymorphic associations
	7	Abstract Classes
16		Advanced Classes
	1	Exceptions
	2 to 4	Templates
	5	STL
		Sum

# ce for Project 2

located in code

Where Line #'s	Pts
main:55,93	4
FeetInches:9,Tree:24	4
main 14,15,16	4
FeetInches:15,21,24,29,33.GamePiece 58,62,66,69.StartGame 34,37.Tree 40	4
GamePiece 26,29. StartGame 22. Tree 28, FeetInches 15	4
Tree 32. StartGame 26. GamePiece 32	4
StartGame 13	4
nin project folder	4
Tree 25	5
Tree 37	2
main 176 through 181	5
FeetInches 36,37,38	8
FeetInches.cpp 35,48	6
Game Piece 19. StartGame 12.	6
GamePiece 25 and 26	6

## Cross\_List\_For\_Proj2

Main: 182 through 187	6
Tree line 16	6
GamePiece 74,76,78	6
main 26, 38	6
main 112, 113, 147,148	6
	100

Notes
Never Public
.h vs. .cpp files Always split
Overloading
Overload 3 operators
Theres a lot in this code
