

# 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	33 main.cpp	4	
	4	Private Data Members	25 player.h	4	Never Public
	5	Specification vs. Implementation	deck.cpp vs deck.h	4	.h vs. .cpp files Always split
	6	Inline	29 dummy.h	4	
	7, 8, 10	Constructors	41 player.h	4	Overloading
	9	Destructors	29 deck.cpp	4	
	12	Arrays of Objects	21 deck.h	4	
	16	UML	index.html in doc	4	
14		More about Classes			
	1	Static	24 dealer.h	5	
	2	Friends	87 player.h	2	
	4	Copy Constructors	38 player.h	5	
	5	Operator Overloading	83 player.h	8	Overload 3 operators
	7	Aggregation	21 deck.h	6	
15		Inheritance			
	1	Protected members	20 deck.h	6	
	2 to 5	Base Class to Derived	24 player.h	6	(comes from AbsPlay)
	6	Polymorphic associations	AbsPlay.h	6	
	7	Abstract Classes	AbsPlay.h	6	
16		Advanced Classes			
	1	Exceptions	28 menu.cpp	6	
	2 to 4	Templates	21 dummy.h	6	
	5	STL		6	
		Sum		100	