Check-Off

CSC/CIS 17A Project 1 Check-Off Sheet

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Chapter** | **Section** | **Concept** | **Points for** | **Location in** | **Comments** |
|  |  |  | **Inclusion** | **Code** |  |
|  |  |  |  |  |  |
| **9** |  | **Pointers/Memory Allocation** |  |  |  |
|  | 1 | Memory Addresses |  |  |  |
|  | 2 | Pointer Variables | 5 | Line# 63 | Player\* player = new Player(); |
|  | 3 | Arrays/Pointers | 5 | Line# 19 | int\* categoryPoints[13] = {nullptr, nullptr, nullptr, nullptr, nullptr, nullptr, nullptr, nullptr, nullptr, nullptr, nullptr, nullptr, nullptr}; |
|  | 4 | Pointer Arithmetic |  |  |  |
|  | 5 | Pointer Initialization |  |  |  |
|  | 6 | Comparing |  |  |  |
|  | 7 | Function Parameters | 5 | Line# 72 | void playTurn(Player\* player) |
|  | 8 | Memory Allocation | 5 | Line# 63 | Player\* player = new Player() |
|  | 9 | Return Parameters | 5 | Line# 319 | Int totalScore(Player\* player) |
|  | 10 | Smart Pointers |  |  |  |
|  |  |  |  |  |  |
| **10** |  | **Char Arrays and Strings** |  |  |  |
|  | 1 | Testing |  |  |  |
|  | 2 | Case Conversion |  |  |  |
|  | 3 | C-Strings | 10 | Line# 17 | char\* categoryNames[13] = {“Ones”,”Twos”, “Threes”,”Fours”,”Fives”,”Sixes”,”3 of a Kind”,”4 of a Kind”,”Full House”,”Small Straight”,”Large Straight”,”Yahtzee”,”Chance”} |
|  | 4 | Library Functions |  |  |  |
|  | 5 | Conversion |  |  |  |
|  | 6 | Your own functions |  |  |  |
|  | 7 | Strings | 10 | Line# 78 | string input; |
|  |  |  |  |  |  |
| **11** |  | **Structured Data** |  |  |  |
|  | 1 | Abstract Data Types |  |  |  |
|  | 2 | Data |  |  |  |
|  | 3 | Access |  |  |  |
|  | 4 | Initialize |  |  |  |
|  | 5 | Arrays | 5 | Line# 24 | Dice dices[totalDice]; |
|  | 6 | Nested | 5 | Line# 294 and 296 | two nested if |
|  | 7 | Function Arguments | 5 | Line# 67 | playTurn(player); |
|  | 8 | Function Return | 5 | Line# 330 | return score; |
|  | 9 | Pointers | 5 | Line# 63 | Player \*player; |
|  | 10 | Unions \*\*\*\* |  |  |  |
|  | 11 | Enumeration | 5 |  |  |
|  |  |  |  |  |  |
| **12** |  | **Binary Files** |  |  |  |
|  | 1 | File Operations |  |  |  |
|  | 2 | Formatting | 2 | All file is formatted | All file is formatted |
|  | 3 | Function Parameters | 2 | Line# 72 | void playTurn(Player\* player) |
|  | 4 | Error Testing |  |  |  |
|  | 5 | Member Functions | 2 |  |  |
|  | 6 | Multiple Files | 2 |  |  |
|  | 7 | Binary Files | 5 |  |  |
|  | 8 | Records with Structures | 5 | Line# 25 | Scorecard scorecard; |
|  | 9 | Random Access Files | 5 |  |  |
|  | 10 | Input/Output Simultaneous | 2 | Line# 80 and 81 | Display message and take user choice |

Total 100

Page 1