Cross\_List\_For\_Proj2

**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 | 12-43(RollingResult.h); 19-60(Game.h)... | 4 |  |
|  | 4 | Private Data Members | 14-17(RollingResult.h); 19(FourDiceGame.h) | 4 | Never Public |
|  | 5 | Specification vs. Implementation | Game.h; Game.cpp; RollingResult.h; RollingResult.cpp... | 4 | .h vs. .cpp files Always split |
|  | 6 | Inline | 37,42,47,52(Game.h) | 4 |  |
|  | 7, 8, 10 | Constructors | 30,32(Game.h); 19,22(RollingResult.h) | 4 | Overloading |
|  | 9 | Destructors | 20(RollingResult.h);  16(RollingResult.cpp) | 4 |  |
|  | 12 | Arrays of Objects | 77(main) | 4 |  |
|  | 16 | UML | UML.jpg | 4 |  |
|  |  |  |  |  |  |
| 14 |  | More about Classes |  |  |  |
|  | 1 | Static | 22(Game.h); 8(Game.cpp) | 5 |  |
|  | 2 | Friends | 70,71(Game.h); 32,33(ThreeDiceGame.h) | 2 |  |
|  | 4 | Copy Constructors | 69(Game.h) | 5 |  |
|  | 5 | Operator Overloading | 19(RollingResult.cpp); 417-423(main); 424-433(main); | 8 | Overload 3 operators |
|  | 7 | Aggregation | 28(Game.h) | 6 |  |
|  |  |  |  |  |  |
| 15 |  | Inheritance |  |  |  |
|  | 1 | Protected members | 21-28(Game.h); 20(ThreeDiceGame.h) | 6 |  |
|  | 2 to 5 | Base Class to Derived | 19(Game class) | 6 |  |
|  | 6 | Polymorphic associations | 38-40  (FourDiceGame.cpp);  40-42  (ThreeDiceGame.cpp); | 6 |  |
|  | 7 | Abstract Classes | 20(RollingResult.h) | 6 |  |
|  |  |  |  |  |  |
| 16 |  | Advanced Classes |  |  |  |
|  | 1 | Exceptions | 97-105(main); 545-555(main); | 6 |  |
|  | 2 to 4 | Templates | 249,260,272(main) | 6 |  |
|  | 5 | STL | 65,95,111,153,172  (main) | 6 |  |
|  |  |  |  |  |  |
|  |  | Sum |  | 100 |  |