**Cross Reference for Project - Blackjack**

| **Chapter** | **Section** | **Topic** | **Where Line #''s** | **Pts** | **Notes** |
| --- | --- | --- | --- | --- | --- |
| 2 | 2 | cout | 49,51,59,60,69,76,86,89,93,95,97 |  | To display cards dealt, to prompt for user input |
|  | 3 | libraries | 8,9,10,11,12 |  | 5 libraries used |
|  | 4 | variables/literals | 31,32,35,46,40,41, 46,47,56, 57, 63,64, |  | Yes |
|  | 5 | Identifiers | 31,32,35,46,40,41, 46,47,56, 57, 63,64, |  | Unique names given to pTotal, dTotal |
|  | 6 | Integers | 31,35,40,44 |  | Yes |
|  | 7 | Characters | 56 |  | hit/istay, options |
|  | 8 | Strings | 32,36,41,45 |  | Card suit, |
|  | 9 | Floats No Doubles |  |  | Not used as this game needs only integers. |
|  | 10 | Bools | 25 |  | Not needed. Added for future use in displayWinner function. |
|  | 11 | **Sizeof \*\*\*\*\*** |  |  | Not relevant with this game |
|  | 12 | Variables 7 characters or less | 31,32,35,46,40,41, 46,47,56, 57, 63,64, 81,83,84, 24 |  | pc1val, pc2val, dc1val, dc2val, nCValue, dCValue, choice, cFile, etc. all are 7 characters or less. |
|  | 13 | Scope \*\*\*\*\* No Global Variables |  |  | No global variables defined |
|  | 14 | Arithmetic operators | 57,65,81, 85 |  | Totals |
|  | 15 | Comments 20%+ |  |  | All sections and important lines commented. |
|  | 16 | Named Constants | 17,18 |  | Yes |
|  | 17 | Programming Style \*\*\*\*\* Emulate |  |  | Used the template from class |
|  |  |  |  |  |  |
| 3 | 1 | cin | 61 |  | To get user input |
|  | 2 | Math Expression | 57,65,81, 85 |  | Yes |
|  | 3 | **Mixing data types \*\*\*\*** |  |  | Not relevant with this game |
|  | 4 | Overflow/Underflow \*\*\*\* | 72-74 |  | User input validations check for overflows |
|  | 5 | Type Casting |  |  | Yes |
|  | 6 | Multiple assignment \*\*\*\*\* |  |  | Yes |
|  | 7 | Formatting output |  |  | Cout formatting for display. No float used. |
|  | 8 | Strings | 32,36,41,45,64,84 |  | Used |
|  | 9 | Math Library |  |  | Not used |
|  | 10 | Hand tracing \*\*\*\*\*\* |  |  | Yes |
|  |  |  |  |  |  |
| 4 | 1 | Relational Operators |  |  | Yes |
|  | 2 | if |  |  | Yes |
|  | 4 | If-else |  |  | Yes |
|  | 5 | Nesting |  |  | Yes |
|  | 6 | If-else-if |  |  | Yes |
|  | 7 | Flags \*\*\*\*\* |  |  | choice |
|  | 8 | Logical operators |  |  | Yes |
|  | 11 | Validating user input |  |  | Yes |
|  | 13 | Conditional Operator |  |  |  |
|  | 14 | Switch | 119 |  | In getCardSuit method |
|  |  |  |  |  |  |
| 5 | 1 | Increment/Decrement |  |  | Yes |
|  | 2 | While |  |  | Yes |
|  | 5 | Do-while |  |  | Yes |
|  | 6 | For loop |  |  | Yes |
|  | 11 | Files input/output both |  |  | File output done |
|  | 12 | No breaks in loops \*\*\*\*\*\* |  |  | Yes |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  | \*\*\* |  | Total |  |  |

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