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	72, 86, 91-129 (main.cpp	4	
	4	Private Data Members	11-15(Base.h), 14-17(Jail.h)	4	Never Public
	5	Specification vs. Implementation	Property.h vs. Property.cpp	4	.h vs. .cpp files Always split
	6	Inline	26-55 (Base.h)	4	
	7, 8, 10	Constructors	14/16(Railroad.h),	4	Overloading
	9	Destructors	34 (ScoreInfo.h)	4	
	12	Arrays of Objects	91-129 (main.cpp)	4	
	16	UML	can be found in index in html folder	4	
14		More about Classes			
	1	Static	16 (Jail.h)	5	
	2	Friends	71(Property.h), 48(ScoreInfo.h)	2	
	4	Copy Constructors	33(Property.cpp)	5	
	5	Operator Overloading	41,90,91 (Property.h), 48(ScoreInfo.h)	8	Overload 3 operators
	7	Aggregation	28(ScoreInfo.h)	6	
15		Inheritance			
	1	Protected members	15(Base.h)	6	
	2 to 5	Base Class to Derived	9(Railroad.h), 13(Property.h)	6	
	6	Polymorphic associations	67,676,732(main.cpp)	6	
	7	Abstract Classes	49 (Base.h) makes Base an abstract class	6	
16		Advanced Classes			
	1	Exceptions	55,352-362(main.cpp)	6	
	2 to 4	Templates	41(main.cpp)	6	
	5	STL	27,87(main.cpp)	6	
		Sum		100	