

# 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	Board.h 17	4	
	4	Private Data Members	Board.h 31	4	Never Public
	5	Specification vs. Implementation	Board.cpp 10	4	.h vs. .cpp files Always split
	6	Inline	Board.h 21	4	
	7, 8, 10	Constructors	Board.cpp 10	4	Overloading
	9	Destructors	Game.cpp 21	4	
	12	Arrays of Objects	Game.h 27	4	
	16	UML	Game.h 23	4	
14		More about Classes			
	1	Static	CandyStore 20	5	
	2	Friends	CandyStore 46	2	
	4	Copy Constructors	Candystore 26	5	
	5	Operator Overloading	CandyStore 46	8	Overload 3 operators
	7	Aggregation		6	
15		Inheritance			
	1	Protected members	Game.h 48	6	
	2 to 5	Base Class to Derived	Game.h 57	6	
	6	Polymorphic associations	Game.h 60	6	
	7	Abstract Classes	Game.h 52	6	
16		Advanced Classes			
	1	Exceptions	Game.cpp 59	6	
	2 to 4	Templates	Candybag.h 17	6	
	5	STL	Candybag.h 17	6	
		Sum		100	