# Cross Reference from Project 1

## You are to fill-in with where located in code

~Notes about code

| Chapter | Section | Topic | Where Line #"s | Pts | Notes |
|---|---|---|---|---|---|
| 2 | 2 | cout | 56 | | |
| | 3 | libraries | 12-15 | 5 | iostream, iomanip, cmath, cstdlib, fstream, string, ctime |
| | 4 | variables/literals | 85 | | No variables in global area, failed project! |
| | 5 | Identifiers | 38 | | |
| | 6 | Integers | 39 | 1 | |
| | 7 | Characters | 102 | 1 | |
| | 8 | Strings | 35 | 1 | |
| | 9 | Floats No Doubles | ✓ 199 | 1 | Using doubles will fail the project, floats OK! |
| | 10 | Bools | 87 | 1 | |
| | 11 | Sizeof ***** | | | |
| | 12 | Variables 7 characters or less | ✓ | | All variables <= 7 characters |
| | 13 | Scope ***** No Global Variables | ✓ | | |
| | 14 | Arithmetic operators | ✓ | | |
| | 15 | Comments 20%+ | ✓ | 2 | Model as pseudo code |
| | 16 | Named Constants | No constants | | All Local, only Conversions/Physics/Math in Global area |
| | 17 | Programming Style ***** Emulate | yes | | Emulate style in book/in class repositiory |
| | | | | | |
| 3 | 1 | cin | 58, 60, 64 | | |
| | 2 | Math Expression | 245 | | |
| | 3 | Mixing data types **** | 248 | | |
| | 4 | Overflow/Underflow **** | X | | |
| | 5 | Type Casting | 214 | 1 | |
| | 6 | Multiple assignment ***** | | | |
| | 7 | Formatting output | ✓ ✓ | 1 | |
| | 8 | Strings | 47 | 1 | |
| | 9 | Math Library | | 1 | All libraries included have to be used |
| | 10 | Hand tracing ****** | | | |
| | | | | | |
| 4 | 1 | Relational Operators | | | |
| | 2 | if | 209 | 1 | Independent if |
| | 4 | If-else | 218 | 1 | |
| | 5 | Nesting | | 1 | |
| | 6 | If-else-if | 222 | 1 | |
| | 7 | Flags ***** | | | |
| | 8 | Logical operators | 228 | 1 | |
| | 11 | Validating user input | 64 | 1 | |
| | 13 | Conditional Operator | | 1 | |
| | 14 | Switch | | 1 | |
| | | | | | |
| 5 | 1 | Increment/Decrement | 95 | 1 | |
| | 2 | While | 64 | 1 | |
| | 5 | Do-while | 231 | 1 | |
| | 6 | For loop | 78 | 1 | |
| | 11 | Files input/output both | | 2 | |
| | 12 | No breaks in loops ****** | ✓ | | Failed Project if included |
| | | | | | |
| | | | | | |
| ****** Not required to show | | | Total | 30 | |

# Cross Reference for Project 2

## You are to fill-in with where located in code

| Chapter | Section | Topic | Where Line #"s | Pts | Notes |
|---|---|---|---|---|---|
| 6 | | Functions | 75 -288 | | |
| | 3 | Function Prototypes | ✓ 20-26 | 4 | Always use prototypes |
| | 5 | Pass by Value | ✓ 200 | 4 | |
| | 8 | return | ✓ 248 | 4 | A value from a function |
| | 9 | returning boolean | 214 | 4 | |
| | 10 | Global Variables | did not use | XXX | Do not use global variables -100 pts |
| | 11 | static variables | ✓ 88 | 4 | |
| | 12 | defaulted arguments | | 4 | |
| | 13 | pass by reference | ✓ 85 | 4 | |
| | 14 | overloading | ✓ | 5 | |
| | 15 | exit() function | ✓ | 4 | |
| 7 | | Arrays | | | |
| | 1 to 6 | Single Dimensioned Arrays | | 3 | |
| | 7 | Parallel Arrays | | 2 | |
| | 8 | Single Dimensioned as Function Arguments | | 2 | |
| | 9 | 2 Dimensioned Arrays | | 2 | Emulate style in book/in class repositiory |
| | 12 | STL Vectors | | 2 | |
| | | Passing Arrays to and from Functions | | 5 | |
| | | Passing Vectors to and from Functions | ✓ | 5 | |
| | | | | | |
| 8 | | Searching and Sorting Arrays | | | |
| | 3 | Bubble Sort | | 4 | |
| | 3 | Selection Sort | | 4 | |
| | 1 | Linear or Binary Search | | 4 | |
| | | | | | |
| | | | | | |
| ****** Not required to show | | | Total | 70 | Other 30 points from Proj 1 first sheet tab |