

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 | Card.h #15-36 Dealer.h #19~53 Hands.h #19~38 Player.h #21~53 | 4 | |
| | 4 | Private Data Members | Card.h #20-28 Dealer.h #19~27 Hands.h #31~40 Player.h #20~28 | 4 | Never Public |
| | 5 | Specification vs. Implementation | Card.h vs. Card.cpp Dealer.h vs. Dealer.cpp Hands.h vs. Hands.cpp Player.h vs. Player.cpp | 4 | .h vs. .cpp files Always split |
| | 6 | Inline | Player.h #31,33,34 | 4 | |
| | 7, 8, 10 | Constructors | Card.h #31 Dealer.h #31 Hands.cpp #14~17 Player.h #31 | 4 | Overloading |
| | 9 | Destructors | Card.h #31 Dealer.h #32 Hands.h #21 Player.h #32 | 4 | |
| | 12 | Arrays of Objects | Hands.h #35,#37 | 4 | |
| | 16 | UML | doxygen | 4 | |
| 14 | | More about Classes | | | |
| | 1 | Static | | 5 | |
| | 2 | Friends | | 2 | |
| | 4 | Copy Constructors | Hands.cpp #19 | 5 | |
| | 5 | Operator Overloading | Cards.h #31 | 8 | Overload 3 operators |
| | 7 | Aggregation | | 6 | |
| 15 | | Inheritance | | | |
| | 1 | Protected members | Cards.h #15~17 | 6 | |
| | 2 to 5 | Base Class to Derived | Dealer.cpp #23 | 6 | |
| | 6 | Polymorphic associations | main.cpp #85 | 6 | |
| | 7 | Abstract Classes | | 6 | |
| 16 | | Advanced Classes | | | |
| | 1 | Exceptions | Dealer.h #26~36 Main #43~79 | 6 | |
| | 2 to 4 | Templates | Templates.h | 6 | |
| | 5 | STL | | 6 | |
| | | Sum | | 100 | |

