

Cross Reference for Project 1

You are to fill-in with where located in code

Chapter	Section	Topic	Where Line #'s	Pts	Notes
		Maps (multimap)	Hands.h line 13, 23, 24, 40 Hands.cpp line 14, 134, 157		
		Sets	Hands.cpp line 95		
		Lists	Player.h line 14, 26		
		Stacks			
		Queue			
		iterator	Hands.cpp line 95, 134, 157		
		algorithm			1. I'll apply to sorting of card object with face and suit 2. Do while error need to be fixed in Dealer.cpp;
		Sum		0	