Cross Reference for Project 2
Created by: Chad Bonnett

Chapter	Section	Topic	Where line #'s	Notes
2	2	Cout	33,71,72,131,132,135,140,149,163,140 149,163,228-251,256-274	
	3	Libraries	9-17	Iostream, iomanip, cmath, cstdlib, fstream, string, ctime
	4	Variables/literals	21-26	No global variables
	5	Identifiers		
	6	Integers	29	Int
	7	Characters	45-138	
	8	Strings		
	9	Floats no Doubles	None	
	10	Bools	None	
	11	Size of***	NA	
	12	Variable< 7 characters	21-26	All < 7 characters
	13	Scope no global variables	None	
	14	Arithmetic operators	NA	
	15	Comments 20% +	19-20, 28, 45, 65, 77, 234	All comments through out game
	16	Named Constants	21-26, 46, 66, 78, 138, 235, 262, 385, 389	
	17	Programming Style		Style taught from Gaddis
3	1	Cin	35, 81, 141, 144, 149, 172	Cin
	2	Math expression		
	3	Mixing data types		
	4	Type casting	56, 78, 135-145	
	5	Multiple assignments		
	6	Formatting output	67, 89, 101	
	7	Strings	45-60	
	8	Math Library	10-20	All libraries used
4	1	If	45, 78, 79, 134-165	
	2	If/else	413-484	
	5	Nesting	67-89, 135-356, 420	
	6	If/else/if	300-485	
	7	Flags	NA	

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	8	Logical operators	56-385	
4	11	Validating user input	Found after start of game	See project
	13	Conditional operator	385-460	See project
	14	Switch	240, 247, 301-367, 386, 425	
5	1	Increment/decrement	Throughout game	
	2	While	36, 161, 226, 231	Used properly
	5	Do-while	NA	
	6	For loop	Throughout project	
	11	Files input/output both	45-256	
	12	No breaks in loop	NA	