Cross Reference for Project 2

Chapter	Section	Topic	Where in Code Line number
2	2	cout	58,0,96, 100-101, 108, 161, 264-268, 272-283
	3	libraries	iostream, iomanip, cmath, cstdlib, fstream, string, ctime
	4	variables/literals	33-42
	5	Identifiers	33-42
	6	Integers	33-42
	7	Characters	143
	8	Strings	154
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	10	Bools	—
	11	Sizeof *****	133
	12	Variables 7 characters or less	✓
	13	Scope ***** No Global Variables	✓
	14	Arithmetic operators	64, 67-69, 80-82, 215
	15	Comments 20%+	✓
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	17	Programming Style ***** Emulate	
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	3	Mixing data types ****	215
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	5	Type Casting	143
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	7	Formatting output	133
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	13	Conditional Operator	168
	14	Switch	68-89
5	1	Increment/Decrement	211, 255
	2	While	222
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	11	Files input/output both	85-86, 72-73
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	9	Returning a boolean ******	
	10	No Global Variables Allowed	—
		Only Global Constants	✓
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	8	Arrays as function arguments	23-26
	9	2-D Arrays	
	12	STL Vector	—
8	1	Linear and Binary Search	119-129
	3	Bubble and Selection Sort	
	5	Search/Sorting Vectors ******	—

****** Not required to show