

# 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	37	4	NOTE, IF LINE # DOES NOT HAVE A FILE, IT IS IN MAIN
	4	Private Data Members	player.h, line 9	4	Never Public
	5	Specification vs. Implementation	hand.h, line 66	4	.h vs. .cpp files Always split
	6	Inline	hand.h, line 61	4	
	7, 8, 10	Constructors	hand.h, line 19	4	Overloading
	9	Destructors	hand.h, line 20	4	
	12	Arrays of Objects	hand.h, line 14	4	
	16	UML	see UML document	4	
14		More about Classes			
	1	Static	hand.h, line 10	5	
	2	Friends		2	
	4	Copy Constructors	hand.h, line 24	5	
	5	Operator Overloading	hand.h, line 108	8	Overload 3 operators
	7	Aggregation	hand.h, line 14	6	
15		Inheritance			
	1	Protected members	hand.h, line 8	6	
	2 to 5	Base Class to Derived	player.h, line 6	6	
	6	Polymorphic associations	hand.h, line 69	6	
	7	Abstract Classes		6	
16		Advanced Classes			
	1	Exceptions	80	6	
	2 to 4	Templates		6	
	5	STL	457	6	
		Sum		100	