Cross\_List\_For\_Proj2

Cross Reference for Project 2

You are to fill-in with where located in code

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| **Chapter** | **Section** | **Topic** | **Where Line #''s** | **Pts** | **Notes** |
| 13 |  | Classes |  |  |  |
|  | 1 to 3 | Instance of a Class | Main.cpp – Line.73  Board.h – Line.34  (Classes in general found in AbsPlayer.h, Board.h, Choice.h, Player.h files) | 4 |  |
|  | 4 | Private Data Members | Board.h – Lines. (27 – 46)  Choice.h – Lines. (26 – 27) | 4 | Never Public |
|  | 5 | Specification vs. Implementation | View AbsPlayer.h,Player.h,Player.cpp, Board.h, Board.cpp, Choice.h, Choice.cpp files | 4 | .h vs. .cpp files Always split |
|  | 6 | Inline | Player.h – Lines. (62 – 76)  Board.h – Lines. (151 – 168)  Choice.h – Lines. (33 – 95) | 4 |  |
|  | 7, 8, 10 | Constructors | Player.h – Lines. (31 – 56)  Board.h – Lines. (48 – 76)  Choice.h – Lines. (29 – 31) | 4 | Overloading |
|  | 9 | Destructors | Board.h – Lines. (124 - 128) | 4 |  |
|  | 12 | Arrays of Objects | Main.cpp – Lines. 73, 79, 84, 90, 91 as some examples of an array being used | 4 |  |
|  | 16 | UML | See the project documentation for the  UML diagram | 4 |  |
|  |  |  |  |  |  |
| 14 |  | More about Classes |  |  |  |
|  | 1 | Static | Board.h – Lines. (28 - 31), (35 – 46)  Board.cpp – Lines. (18 - 26) | 5 |  |
|  | 2 | Friends | Choice.h – Lines. 98  Choice.cpp – Lines. (9 - 26) | 2 |  |
|  | 4 | Copy Constructors | Board.h – Lines. (130 - 137) | 5 |  |
|  | 5 | Operator Overloading | Board.h – Lines. (78 - 122), (163 - 168)  Main.cpp – Lines. (79 – 84)  Choice.h – Lines. 98  Choice.cpp – Lines. (9 - 26) | 8 | Overload 3 operators |
|  | 7 | Aggregation | Board.h – Lines. 34, (163 – 168)  Aggregation of the Choice class in the Board Class | 6 |  |
|  |  |  |  |  |  |
| 15 |  | Inheritance |  |  |  |
|  | 1 | Protected members | Player.h – Lines. (26 – 29) | 6 |  |
|  | 2 to 5 | Base Class to Derived | Player.h – Lines. 24  Board.h – Lines. 25 | 6 |  |
|  | 6 | Polymorphic associations | N/A | 6 |  |
|  | 7 | Abstract Classes | View the AbsPlayer.h file  and Player.h – Lines. 24 | 6 |  |
|  |  |  |  |  |  |
| 16 |  | Advanced Classes |  |  |  |
|  | 1 | Exceptions | Main.cpp – Lines. (191 – 214)  Player.h – Lines. (58 – 60)  Player.cpp – Lines. (18 – 30) | 6 |  |
|  | 2 to 4 | Templates | Choice.h – Lines. (22 – 99)  Choice.cpp – Line. 10  Board.h – Lines. 34 | 6 |  |
|  | 5 | STL | N/A | 6 |  |
|  |  |  |  |  |  |
|  |  | Sum |  | 100 |  |