Check-Off

CSC/CIS 17A Project 1 Check-Off Sheet

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Chapter** | **Section** | **Concept** | **Points for** | **Location in** | **Comments** |
|  |  |  | **Inclusion** | **Code** |  |
|  |  |  |  |  |  |
| **9** |  | **Pointers/Memory Allocation** |  |  |  |
|  | 1 | Memory Addresses |  | N/A |  |
|  | 2 | Pointer Variables | 5 | Lines: 75 (struct Playerinfo{}), 90 (Struct Players{}), 122 (main()) |  |
|  | 3 | Arrays/Pointers | 5 | Lines: 90 (struct Players{}), 226-227 (game\_start()) |  |
|  | 4 | Pointer Arithmetic |  | N/A |  |
|  | 5 | Pointer Initialization |  | N/A |  |
|  | 6 | Comparing |  | N/A |  |
|  | 7 | Function Parameters | 5 | Lines: 304 (coorTonum()), 354 (numToboard()), 382 (shooting1()) |  |
|  | 8 | Memory Allocation | 5 | Lines: 75 (struct Playerinfo{}), 122 (main()), 227 (game\_start()) |  |
|  | 9 | Return Parameters | 5 | Lines: 97, 223 (game\_start()), 299 (game\_start()) |  |
|  | 10 | Smart Pointers |  | N/A |  |
|  |  |  |  |  |  |
| **10** |  | **Char Arrays and Strings** |  |  |  |
|  | 1 | Testing |  | Lines: 320(coorTonum()), 330(coorTonum()), 335(coorTonum()) |  |
|  | 2 | Case Conversion |  | N/A |  |
|  | 3 | C-Strings | 10 | Lines: 70 ,77, 78 (all in struct Playerinfo{}), 664 (disp\_board1()) |  |
|  | 4 | Library Functions |  | N/A |  |
|  | 5 | Conversion |  | N/A |  |
|  | 6 | Your own functions |  | N/A |  |
|  | 7 | Strings | 10 | Lines: 71, 75, 81 (all in struct Playerinfo{}) |  |
|  |  |  |  |  |  |
| **11** |  | **Structured Data** |  |  |  |
|  | 1 | Abstract Data Types |  | N/A |  |
|  | 2 | Data |  | Lines: 68 – 83 (struct Playerinfo{}) |  |
|  | 3 | Access |  | Lines: 268, 282 and 292 (all in game\_start()) |  |
|  | 4 | Initialize |  | N/A |  |
|  | 5 | Arrays | 5 | Lines: 226 - 227 (game\_start()), and 838 (BinFileToprnt()) |  |
|  | 6 | Nested | 5 | Lines: 90 (struct Players{}) |  |
|  | 7 | Function Arguments | 5 | Lines: 304 (coorTonum()), 354 (numToboard()), 382 (shooting1()) |  |
|  | 8 | Function Return | 5 | Lines: 223, 226-227, and 299 (all in game\_start()) |  |
|  | 9 | Pointers | 5 | Lines: 90 (struct Players{}), 122 (main()) |  |
|  | 10 | Unions \*\*\*\* |  | N/A |  |
|  | 11 | Enumeration | 5 | Lines: 94 (Global), 679 - 680 (disp\_board1()), 791 and 792 (prnTofile()) |  |
|  |  |  |  |  |  |
| **12** |  | **Binary Files** |  |  |  |
|  | 1 | File Operations |  | Lines: 139,142-143 (all in main()), and 835 (BinFileToprnt()) |  |
|  | 2 | Formatting | 2 | Lines: 776-778, and 783-784 (all in prntTofile()) |  |
|  | 3 | Function Parameters | 2 | Lines: 773 (prntTofile()), 817 (prntToBinFile(), 832 (BinFileToprnt) |  |
|  | 4 | Error Testing |  | N/A |  |
|  | 5 | Member Functions | 2 | N/A |  |
|  | 6 | Multiple Files | 2 | Lines: 134-135, 138, 139, 142-143 (all in main()) |  |
|  | 7 | Binary Files | 5 | Lines: 138, 139 (main()) |  |
|  | 8 | Records with Structures | 5 | Lines: 824 -825 (prntToBinFile()), and 845 (BinFileToprnt) |  |
|  | 9 | Random Access Files | 5 | N/A |  |
|  | 10 | Input/Output Simultaneous | 2 | Lines: 139 (main()), 824 -825 (prntToBinFile()), and 845 (BinFileToprnt) |  |

Total 100

\* The listed concepts and their locations are also covered in the Project 1 Documentation Write-up.

Page 1