

# 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	Ships.h line 17	4	
	4	Private Data Members	Ships.h line 19	4	Never Public
	5	Specification vs. Implementation	Ships.h vs Ship.cpp	4	.h vs. .cpp files Always split
	6	Inline	TopRun.h line 26	4	
	7, 8, 10	Constructors	Ships.h line 28	4	Overloading
	9	Destructors	Ships.h line 30	4	
	12	Arrays of Objects	main.cpp line 173	4	
	16	UML	In writeup	4	
14		More about Classes			
	1	Static	Ships.h line 21	5	
	2	Friends	_____	2	
	4	Copy Constructors	_____	5	
	5	Operator Overloading	_____	8	Overload 3 operators
	7	Aggregation	_____	6	
15		Inheritance			
	1	Protected members	Ships.h line 23	6	
	2 to 5	Base Class to Derived	Ships.h line 19	6	
	6	Polymorphic associations	Ships.h line 39	6	
	7	Abstract Classes	_____	6	
16		Advanced Classes			
	1	Exceptions	main.cpp line 337	6	
	2 to 4	Templates	_____	6	
	5	STL	_____	6	
		Sum		100	