

## CSC/CIS 17A Project 1 Check-Off Sheet

Chapter	Section	Concept	Location in Code	Comments
9		<b>Pointers/Memory Allocation</b>		
	1	Memory Addresses	69	
	2	Pointer Variables	69	
	3	Arrays/Pointers	98	
	4	Pointer Arithmetic	105	
	5	Pointer Initialization	N/A	
	6	Comparing	N/A	
	7	Function Parameters	102/158	function call/def
	8	Memory Allocation	98	
	9	Return Parameters	N/A	
	10	Smart Pointers	N/A	
10		<b>Char Arrays and Strings</b>		
	1	Testing	643	
	2	Case Conversion	639	
	3	C-Strings	N/A	
	4	Library Functions	N/A	
	5	Conversion	N/A	
	6	Your own functions	N/A	
	7	Strings	58/83	
11		<b>Structured Data</b>		
	1	Abstract Data Types	60/61/82	
	2	Data	60/61/82	see headers throughout
	3	Access	108	
	4	Initialize	63	
	5	Arrays	61/62	
	6	Nested	14	in player.h
	7	Function Arguments	34-38	
	8	Function Return		
	9	Pointers	N/A	
	10	Unions ****		
	11	Enumeration		
12		<b>Binary Files</b>		
	1	File Operations	86/87	
	2	Formatting	1097/1098	
	3	Function Parameters		
	4	Error Testing		
	5	Member Functions		
	6	Multiple Files		
	7	Binary Files		
	8	Records with Structures		
	9	Random Access Files		
	10	Input/Output Simultaneous		