Cross Reference from Project 1

You are to fill-in with where located in code

2	3 4	cout		1	
		İ		-	
	4	libraries	9	5	iostream, iomanip, cmath, cstdlib, fstream, string, ctime
		variables/literals			No variables in global area, failed project!
	5	Identifiers			
	6	Integers	54	1	
	7	Characters	52	1	
	8	Strings	49	1	
	9	Floats No Doubles	51	1	Using doubles will fail the project, floats OK!
	10	Bools	53	1	
	11	Sizeof *****			
	12	Variables 7 characters or less			All variables <= 7 characters
	13	Scope ***** No Global Variables			
	14	Arithmetic operators			
	15	Comments 20%+	Throughout	2	Model as pseudo code
	16	Named Constants			All Local, only Conversions/Physics/Math in Global area
	17	Programming Style ***** Emulate			Emulate style in book/in class repositiory
3	1	cin			
	2	Math Expression			
	3	Mixing data types ****			
	4	Overflow/Underflow ****			
	5	Type Casting	34	1	
			0.	<u> </u>	
	6	Multiple assignment *****	139		
	7	Formatting output	49	1	
	8	Strings	43	1	
	9	Math Library		1	All libraries included have to be used
	10	Hand tracing ******			
4	1	Relational Operators	97		
	2	if	-	1	Independent if
	4	If-else	150	1	
	5	Nesting	163	1	
	6	If-else-if		1	
	7	Flags *****	101	-	
	8	Logical operators	104	1	
	11	Validating user input	148	1	
	13	Conditional Operator		1	
	14	Switch		1	
5	1	Increment/Decrement	82	1	
	2	While	198	1	
	5	Do-while	141	1	
	6	For loop	76	1	
	11	Files input/output both	64, 216	2	
	12	No breaks in loops *****			Failed Project if included

Cross Reference for Project 2

You are to fill-in with where located in code

Chapter	Section	Topic	Where Line #"s	Pts	Notes
6		Functions			
	3	Function Prototypes	24	4	Always use prototypes
	5	Pass by Value	257	4	
	8	return	255	4	A value from a function
	9	returning boolean		4	
	10	Global Variables		XXX	Do not use global variables -100 pts
	11	static variables		4	
	12	defaulted arguments		4	
	13	pass by reference	254	4	
	14	overloading		5	
	15	exit() function		4	
7		Arrays			
	1 to 6	Single Dimensioned Arrays	38	3	
	7	Parallel Arrays		2	
	8	Single Dimensioned as Function Arg	uments	2	
	9	2 Dimensioned Arrays		2	Emulate style in book/in class repositiory
	12	STL Vectors		2	
		Passing Arrays to and from Function	s 238	5	
		Passing Vectors to and from Function		5	
8		Searching and Sorting Arrays			
	3	Bubble Sort		4	
	3	Selection Sort		4	
	1	Linear or Binary Search	177	4	
***** Not I	equired to	Total	70	Other 30 points from Proj 1 first sheet tab	