Cross Reference from Project 1

You are to fill-in with where located in code

Chapter	Section	Topic	Where Line #"s	Pts	Notes
2	2	cout			
	3	libraries	10-16	5	iostream, iomanip, cmath, cstdlib, fstream, string, ctime
	4	variables/literals			No variables in global area, failed project!
	5	Identifiers			
	6	Integers	42	1	
	7	Characters	40	1	
	8	Strings	49	1	
	9	Floats No Doubles	48	1	Using doubles will fail the project, floats OK!
	10	Bools	55	1	
	11	Sizeof *****			
	12	Variables 7 characters or less			All variables <= 7 characters
	13	Scope ***** No Global Variables			
	14	Arithmetic operators			
	15	Comments 20%+	54	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	262	1	
	6	Multiple assignment *****			
	7	Formatting output	89	1	
	8	Strings	90	1	
	9	Math Library	174	1	All libraries included have to be used
	10	Hand tracing ******			
4	1	Relational Operators			
	2	if	262	1	Independent if
	4	If-else	144	1	
	5	Nesting	282	1	
	6	If-else-if	168	1	
	7	Flags *****			
	8	Logical operators		1	
	11	Validating user input	264	1	
	13	Conditional Operator	178	1	
	14	Switch	73	1	
5	1	Increment/Decrement	115	1	
	2	While	345	1	
	5	Do-while	99	1	
	6	For loop	65	1	
	11	Files input/output both	70 and 163	2	
	12	No breaks in loops ******			Failed Project if included
****** Not required to show			Total	30	

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	25	4	Always use prototypes
	5	Pass by Value	221	4	
	8	return	251	4	A value from a function
	9	returning boolean	208	4	
	10	Global Variables		XXX	Do not use global variables -100 pts
	11	static variables	222	4	
	12	defaulted arguments	33	4	
	13	pass by reference	25	4	
	14	overloading	30 and 31	5	
	15	exit() function	85	4	
7		Arrays			
	1 to 6	Single Dimensioned Arrays	45	3	
	7	Parallel Arrays	45 and 42	2	
	8	Single Dimensioned as Function Arguments	236	2	
	9	2 Dimensioned Arrays		2	Emulate style in book/in class repositiory
	12	STL Vectors		2	
		Passing Arrays to and from Functions	199	5	
		Passing Vectors to and from Functions		5	
8		Searching and Sorting Arrays			
	3	Bubble Sort	221	4	only works if there are 4+ cards in players hand
	3	Selection Sort	236	4	
	1	Linear or Binary Search	199	4	
****** Not required to show			Total	70	Other 30 points from Proj 1 first sheet tab