Cross-List\_From\_Proj1

**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 | Main.cpp  8-15 | 5 | iostream, iomanip, cmath, cstdlib, fstream, string, ctime |
|  | 4 | variables/literals |  |  | No variables in global area, failed project! |
|  | 5 | Identifiers |  |  |  |
|  | 6 | Integers | Deck.h  128, 137, 84  GoFish.h  76,77, 86-88, 99  GoFish.cpp  53, 118, 252  Deck.cpp  45, 62 | 1 |  |
|  | 7 | Characters | GoFish.cpp  202  GoFish.h  73 | 1 |  |
|  | 8 | Strings | Deck.h  79,80,85,87,146 | 1 |  |
|  | 9 | Floats No Doubles | GoFish.h  90,91 | 1 | Using doubles will fail the project, floats OK! |
|  | 10 | Bools | Deck.h  37-75  GoFish.h  44,47,5693 | 1 |  |
|  | 11 | Sizeof \*\*\*\*\* |  |  |  |
|  | 12 | Variables 7 characters or less |  |  | All variables <= 7 characters |
|  | 13 | Scope \*\*\*\*\* No Global Variables |  |  |  |
|  | 14 | Arithmetic operators |  |  |  |
|  | 15 | Comments 20%+ | Every File  Lots in GoFish.cpp, GoFish.h | 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 | GoFish.cpp  109 | 1 |  |
|  | 6 | Multiple assignment \*\*\*\*\* |  |  |  |
|  | 7 | Formatting output | GoFish.cpp  71 | 1 |  |
|  | 8 | Strings | Deck.h  79,80,85,87,146 | 1 |  |
|  | 9 | Math Library | GoFish.cpp  109, 134 | 1 | All libraries included have to be used |
|  | 10 | Hand tracing \*\*\*\*\*\* |  |  |  |
|  |  |  |  |  |  |
| 4 | 1 | Relational Operators |  |  |  |
|  | 2 | if | GoFish.cpp  5,13,21,31,32,48,80,95,104,  124,131,259 | 1 | Independent if |
|  | 4 | If-else | GoFish.cpp  31-37 | 1 |  |
|  | 5 | Nesting | GoFish.cpp  31-37, 80-140  Deck.cpp  47-58 | 1 |  |
|  | 6 | If-else-if | GoFish.cpp  183-193 | 1 |  |
|  | 7 | Flags \*\*\*\*\* |  |  |  |
|  | 8 | Logical operators | GoFish.cpp  119, 183,188,255 | 1 |  |
|  | 11 | Validating user input | GoFish.cpp  86-92 | 1 |  |
|  | 13 | Conditional Operator | GoFish.cpp  91,92 | 1 |  |
|  | 14 | Switch | GoFish.cpp  206-225 | 1 |  |
|  |  |  |  |  |  |
| 5 | 1 | Increment/Decrement | GoFish.cpp  12,24,59,60,108,135,  187,192,198, 256, 263 | 1 |  |
|  | 2 | While | GoFish.cpp  54, 86, 255 | 1 |  |
|  | 5 | Do-while | GoFish.cpp  203-226 | 1 |  |
|  | 6 | For loop | GoFish.cpp  12,24,160  Deck.cpp  5-6,13-14, 23,29,36,37,47,51,63 | 1 |  |
|  | 11 | Files input/output both | GoFish.cpp  21-26, 214, 220, 248 | 2 |  |
|  | 12 | No breaks in loops \*\*\*\*\*\* |  |  | Failed Project if included |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
| \*\*\*\*\*\* Not | required to | show | Total | 30 |  |

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Cross\_List\_For\_Proj2

**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 | Deck.h  131-143  GoFish.h  45-70 | 4 | Always use prototypes |
|  | 5 | Pass by Value | Deck.cpp  20,61,76,88  GoFish.cpp  4,30,44,69,95,104,107 | 4 |  |
|  | 8 | return | GoFish.cpp  5,6,14,17,21,49,65  Deck.cpp  66,69,85,95,98 | 4 | A value from a function |
|  | 9 | returning boolean | GoFish.cpp  4,10,44,95,107 | 4 |  |
|  | 10 | Global Variables |  | XXX | Do not use global variables -100 pts |
|  | 11 | static variables | Deck.h  146 | 4 |  |
|  | 12 | defaulted arguments | GoFish.cpp  30  Deck.cpp  20 | 4 |  |
|  | 13 | pass by reference | GoFish.cpp  69, 258 | 4 |  |
|  | 14 | overloading | Deck.h  37-77,99-109,131,132  GoFish.h  45,48 | 5 |  |
|  | 15 | exit() function | GoFish.cpp  217,223 | 4 |  |
| 7 |  | Arrays |  |  |  |
|  | 1 to 6 | Single Dimensioned Arrays | GoFish.h  101,102  Deck.h  146 | 3 |  |
|  | 7 | Parallel Arrays | GoFish.h  101-102 | 2 |  |
|  | 8 | Single Dimensioned as Function Arguments | Deck.h  132  Deck.cpp  12 | 2 |  |
|  | 9 | 2 Dimensioned Arrays | GoFish.h  99  GoFish.cpp  187,192 | 2 | Emulate style in book/in class repositiory |
|  | 12 | STL Vectors | Deck.h  128 | 2 |  |
|  |  | Passing Arrays to and from Functions | Deck.h  132 | 5 |  |
|  |  | Passing Vectors to and from Functions | GoFish.cpp  95,99,107  (Uses overload operator to iterate thru vector) | 5 |  |
|  |  |  |  |  |  |
| 8 |  | Searching and Sorting Arrays |  |  |  |
|  | 3 | Bubble Sort | Deck.cpp  35-41,79  GoFish.cpp  74 | 4 |  |
|  | 3 | Selection Sort | Deck.cpp  44-59  GoFish.cpp  75 | 4 |  |
|  | 1 | Linear or Binary Search | Deck.cpp  61-70, 89 | 4 |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
| \*\*\*\*\*\* Not | required to | show | Total | 70 | Other 30 points from Proj 1 first sheet tab |

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