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 |  | 5 | iostream, iomanip, cmath, cstdlib, fstream, string, ctime |
|  | 4 | variables/literals |  |  | No variables in global area, failed project! |
|  | 5 | Identifiers |  |  |  |
|  | 6 | Integers |  | 1 |  |
|  | 7 | Characters |  | 1 |  |
|  | 8 | Strings |  | 1 |  |
|  | 9 | Floats No Doubles |  | 1 | Using doubles will fail the project, floats OK! |
|  | 10 | Bools |  | 1 |  |
|  | 11 | Sizeof \*\*\*\*\* |  |  |  |
|  | 12 | Variables 7 characters or less |  |  | All variables <= 7 characters |
|  | 13 | Scope \*\*\*\*\* No Global Variables |  |  |  |
|  | 14 | Arithmetic operators |  |  |  |
|  | 15 | Comments 20%+ |  | 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 |  | 1 |  |
|  | 6 | Multiple assignment \*\*\*\*\* |  |  |  |
|  | 7 | Formatting output |  | 1 |  |
|  | 8 | Strings |  | 1 |  |
|  | 9 | Math Library |  | 1 | All libraries included have to be used |
|  | 10 | Hand tracing \*\*\*\*\*\* |  |  |  |
|  |  |  |  |  |  |
| 4 | 1 | Relational Operators |  |  |  |
|  | 2 | if |  | 1 | Independent if |
|  | 4 | If-else |  | 1 |  |
|  | 5 | Nesting |  | 1 |  |
|  | 6 | If-else-if |  | 1 |  |
|  | 7 | Flags \*\*\*\*\* |  |  |  |
|  | 8 | Logical operators |  | 1 |  |
|  | 11 | Validating user input |  | 1 |  |
|  | 13 | Conditional Operator |  | 1 |  |
|  | 14 | Switch |  | 1 |  |
|  |  |  |  |  |  |
| 5 | 1 | Increment/Decrement |  | 1 |  |
|  | 2 | While |  | 1 |  |
|  | 5 | Do-while |  | 1 |  |
|  | 6 | For loop |  | 1 |  |
|  | 11 | Files input/output both |  | 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 | 23-44 | 4 | Always use prototypes |
|  | 5 | Pass by Value | 29-40: 191 | 4 | Using a value in a function |
|  | 8 | return | 302 | 4 | A value from a function |
|  | 9 | returning boolean | 360, 363 | 4 | Returning true/false |
|  | 10 | Global Variables | NA | XXX | Do not use global variables -100 pts |
|  | 11 | static variables | 381 | 4 | Variables that are saved to be used again |
|  | 12 | defaulted arguments | 336 | 4 | Variables inside a Function |
|  | 13 | pass by reference | 29-40:240 | 4 | Saving Hp |
|  | 14 | overloading | 767 / 776 | 5 | Converting Score |
|  | 15 | exit() function | 145 | 4 | Ends the code |
| 7 |  | Arrays |  |  |  |
|  | 1 to 6 | Single Dimensioned Arrays | 83 | 3 |  |
|  | 7 | Parallel Arrays | 87 | 2 |  |
|  | 8 | Single Dimensioned as Function Aruguments | 29 | 2 |  |
|  | 9 | 2 Dimensioned Arrays | 87 | 2 | Emulate style in book/in class repositiory |
|  | 12 | STL Vectors | 341 | 2 | Using Vector Functions |
|  |  | Passing Arrays to and from Functio | Ns 31 | 5 |  |
|  |  | Passing Vectors to and from Functi | Ons 25 | 5 |  |
|  |  |  |  |  |  |
| 8 |  | Searching and Sorting Arrays |  |  |  |
|  | 3 | Bubble Sort | 800 | 4 |  |
|  | 3 | Selection Sort | 347 | 4 |  |
|  | 1 | Linear or Binary Search | 811 | 4 |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
| \*\*\*\*\*\* Not | required to | show | Total | 70 | Other 30 points from Proj 1 first sheet tab |

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