

CSC/CIS 17A Project 1 Check-Off Sheet

Chapter	Section	Concept	Points for Inclusion	Location in Code	Comments
9		Pointers/Memory Allocation			
	1	Memory Addresses		68	bordPtr = gBoard
	2	Pointer Variables	5	349	int *rndPtr = nullptr;
	3	Arrays/Pointers	5	190	*(bordPtr +(rand()%SIZE17))
	4	Pointer Arithmetic		460	round += 1
	5	Pointer Initialization		68, 74	board2D = fill2DPtr()
	6	Comparing			
	7	Function Parameters	5	74	Choices *fillChoice(char *bordPtr
	8	Memory Allocation	5	315	= new Player[score->nPlays]
	9	Return Parameters	5	457	int *rBanner()
	10	Smart Pointers			
10		Char Arrays and Strings			
	1	Testing			
	2	Case Conversion			
	3	C-Strings	10	341	toupper()
	4	Library Functions			
	5	Conversion			
	6	Your own functions			
	7	Strings	10	338	length()
11		Structured Data			
	1	Abstract Data Types		x	
	2	Data		x	
	3	Access		x	
	4	Initialize		x	
	5	Arrays	5	335	= new char[names[i].length()+1
	6	Nested	5	146	score->player[p].board = new char*[]
	7	Function Arguments	5	137	void setBoard(Score *score
	8	Function Return	5	228	return choice
	9	Pointers	5	235	choice->size
	10	Unions ****			
	11	Enumeration	5	279	for (int p = MON;
12		Binary Files			
	1	File Operations		x	
	2	Formatting	2	258	outFile << "Record " << setw(2)
	3	Function Parameters	2	256	void wrtTxt2(fstream &outFile2
	4	Error Testing		88	if(!binFile)
	5	Member Functions	2	208	binFile.seekg()
	6	Multiple Files	2	87, 90	binFile.open
	7	Binary Files	5	87	ios::binary
	8	Records with Structures	5	250	binFile.write(
	9	Random Access Files	5	219	binFile.seekg(cursor,ios::beg)
	10	Input/Output Simultaneous	2	87	ios::out ios::binary ios::in
Total			100		