

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 repository
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	

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		4	Always use prototypes
	5	Pass by Value		4	
	8	return		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		4	
	14	overloading		5	
	15	exit() function		4	
7		Arrays			
	1 to 6	Single Dimensioned Arrays		3	
	7	Parallel Arrays		2	
	8	Single Dimensioned as Function Arguments		2	
	9	2 Dimensioned Arrays		2	Emulate style in book/in class repository
	12	STL Vectors		2	
		Passing Arrays to and from Functions		5	
		Passing Vectors to and from Functions		5	
8		Searching and Sorting Arrays			
	3	Bubble Sort		4	
	3	Selection Sort		4	
	1	Linear or Binary Search		4	
***** Not required to show			Total	70	Other 30 points from Proj 1 first sheet tab