Cross Refere

You are to fill-in with whe

Chapter	Section
6	
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	1 to 6
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****** Not r	equired

ence for Project 2

ere located in code

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Pts	Notes
4	Always use prototypes
4	
4	A value from a function
4	
XX	Do not use global variables -
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2	
2	Emulate style in book/in class
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70	Other 30 points from Proj 1