

Cross Reference for Project 2

You are to fill-in with where located in code

Chapter	Section	Topic	Where Line #'s	Pts	Notes
13		Classes			
	1 to 3	Instance of a Class	78	4	
	4	Private Data Members	15, 16-17, 21-24, 21-25	4	Never Public Ctgries.h, Dice.h, Game.h, and Player.h, not main
	5	Specification vs. Implementation	All classes	4	.h vs. .cpp files Always split
	6	Inline	17, 21, 38, 41-43, 44, 52, 29, 32, 35, 21-28, 17-19, 20-23, 31, 27	4	42, 45 Ctgries.h, Dice.h, Game.h, Player.h
	7, 8, 10	Constructors	24-31, 32-34	4	Overloading Specified in Array.h, Ctgries.h, Dice.h, Game.h, Player.h
	9	Destructors		4	Array.h and Game.h
	12	Arrays of Objects	18, 162, 332, 29	4	Game.cpp and Game.h
	16	UML	In Project 2 folder	4	
14		More about Classes			
	1	Static	24-26, 35, 23, 37	5	Game.h and Player.h
	2	Friends	63, 47-50	2	Game.h and Player.h
	4	Copy Constructors	13-18, called 162	5	Dice.cpp and Game.cpp
	5	Operator Overloading	18-22, 323-404, 44-46, 33-75	8	Overload 3 operators Ctgries.cpp, Game.cpp, Player.h, Player.cpp
	7	Aggregation	28-29, 25	6	Game.h and Player.h
15		Inheritance			
	1	Protected members	17-19	6	Array.h
	2 to 5	Base Class to Derived	Ctgries.h, Dice.h	6	
	6	Polymorphic associations	110-117, 11-16, 32-37	6	Array.h, Ctgries.h, Dice.h
	7	Abstract Classes		6	
16		Advanced Classes			
	1	Exceptions	67-72, 91-96, 126	6	main.cpp
	2 to 4	Templates	Array.h	6	
	5	STL	54	6	main.cpp
		Sum		100	