

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	main.cpp Line 13 - 14	4	
	4	Private Data Members	Deck.h Lines 9 - 12	4	Never Public
	5	Specification vs. Implementation	Player.h and Player.cpp	4	.h vs. .cpp files Always split
	6	Inline	Card.cpp Line 8 - 12	4	
	7, 8, 10	Constructors	Hand.cpp Line 12	4	Overloading
	9	Destructors	Dealer.h Line 13	4	
	12	Arrays of Objects	main Line 20	4	Deck.h Line 12
	16	UML	Text	4	
14		More about Classes			
	1	Static	Player.h Line 21	5	
	2	Friends	deck.h line 21	2	
	4	Copy Constructors	card.h line 17	5	
	5	Operator Overloading	card.h	8	Overload 3 operators
	7	Aggregation	Dealer.h Line 11	6	
15		Inheritance			
	1	Protected members	Player.h Lines 13 - 15	6	
	2 to 5	Base Class to Derived	Text	6	Text
	6	Polymorphic associations	deal.h Line 12, Player.h line 11	6	t
	7	Abstract Classes	Text	6	
16		Advanced Classes			
	1	Exceptions	main line 112	6	
	2 to 4	Templates	Text	6	
	5	STL	Hand.h Line 10	6	
		Sum		100	