Cross Reference for Project 1

Chapter	Section	Topic	**First used in code** Line number
2	2	cout	Line 90 first instance
	3	libraries	Lines 10-16 iostream, iomanip, cmath, cstdlib, fstream, string, ctin
	4	variables/literals	Lines 67 to 86
	5	Identifiers	Lines 67-86 amongst others
	6	Integers	Line 77
	7	Characters	Line 83
	8	Strings	Line 82
	9	Floats No Doubles	Line 67
	10	Bools	Line 86
	11	Sizeof *****	
	12	Variables 7 characters or less	Lines 67 to 86
	13	Scope ***** No Global Variables	
	14	Arithmetic operators	Line 128 first instance (+)
	15	Comments 20%+	First comment on line 2
	16	Named Constants	Line 32-42
	17	Programming Style ***** Emulate	
3	1	cin	Line 94 first instance
	2	Math Expression	Line 128 (adding a string), Line 645 multiply
	3	Mixing data types ****	
	4	Overflow/Underflow ****	
	5	Type Casting	Line 573 int to float
	6	Multiple assignment *****	
	7	Formatting output	First used Line 159
	8	Strings	input Line 123, used line 128
	9	Math Library	Line 619, sqrt -- Line 625, pow
	10	Hand tracing ******	
4	1	Relational Operators	Line 95 first instance
	2	if	Line 144 first instance
	4	If-else	Line 523
	5	Nesting	
	6	If-else-if	Line 520
	7	Flags *****	
	8	Logical operators	Line 95 first instance
	11	Validating user input	Line 274
	13	Conditional Operator	Line 645 first used
	14	Switch	Line 233
5	1	Increment/Decrement	Line 302
	2	While	Line 95
	5	Do-while	Line 176
	6	For loop	Line 411
	11	Files input/output both	Line 128 input, line 598 output
	12	No breaks in loops ******	
6	3	Prototypes	Line 41 first instance
	4	Pass by Value	Line 316 first occurance
	8	Returning Values	Line 316 first occurance
	9	Boolean return values	Line 511
	11	Static Local Variable	Line 743 best first example
	12	Default Arguments	Declared Line 42, function line 994
	13	Reference Variables	Function line 909
	14	Overloading functions	Line 742, 782, 801
7	4	Array Initialization	First instance Line 94
	7	Parallel Arrays	First used in function starting on Line 742
	8	Arrays in function arguments	Passed in line 290
	9	2 Dimensional Arrays	line 851
		2 D arrays as function argument	line 851 (passed from 310)
	12	STL Vector	Line 699
8	1	Search Linear/Binary	Line 713
	3	Sorting Bubble/Selection	Line 669
	5	Applied to Vectors	Line 713