## **Cross Reference for Project 1**

## Where in Code

			Where in Code
Chapter	Section	Topic	Line number
2	2	cout	
	3	libraries	iostream, iomanip, cmath, cstdlib, fstream, string, ctime
			iosticam, iomanip, omati, ostalib, isticam, sting, otime
	4	variables/literals	
	5	Identifiers	
	6	Integers	
	7	Characters	
	8	Strings	
	9	Floats No Doubles	
	10	Bools	
	11	Sizeof *****	
	12	Variables 7 characters or less	
	13	Scope ***** No Global Variables	
	14	Arithmetic operators	
	15	Comments 20%+	
	16	Named Constants	
	17	Programming Style ***** Emulate	
3	1	cin	
	2	Math Expression	
	3	Mixing data types ****	
	4	Overflow/Underflow ****	
	5	Type Casting	
	6	Multiple assignment *****	
	7	Formatting output	
	8	Strings	
	9	Math Library	
	10	Hand tracing ******	
		riana traonig	
4	1	Relational Operators	
	2	lif	
	4	If-else	
	5	Nesting	
	6	lf-else-if	
	7	Flags *****	
	8	Logical operators	
	11		
		Validating user input	
	13	Conditional Operator	
	14	Switch	
5	1	Increment/Decrement	
	2	While	
	5	Do-while	
	6	For loop	
	11	Files input/output both	
		No breaks in loops ******	
	12	INO preaks in loops """"	
6	3	Prototypes	
	4	Pass by Value	
	8	Returning Values	
	9	Boolean return values	
	11	Static Local Variable	
	12	Default Arguments	
7	13	Reference Variables	
	14	Overloading functions	
	4	Array Initialization	
	7	Parallel Arrays	
	8	Arrays in function arguments	
	9	2 Dimensional Arrays	
		2 Darrays as function argument	
	12	STL Vector	
	12	OTE VECTOR	
8	1	Search Linear/Binary	
	3	Sorting Bubble/Selection	
	5	Applied to Vectors	
	5	repplied to vectors	
***** Not	required to	show	