

# 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 - 33	4	
	4	Private Data Members	player.hpp - 23-27	4	Never Public
	5	Specification vs. Implementation	player.hpp / player.cpp	4	.h vs. .cpp files Always split
	6	Inline	battleship.hpp - 19	4	
	7, 8, 10	Constructors	ship.hpp 24	4	Overloading
	9	Destructors	player.hpp - 46	4	
	12	Arrays of Objects	player.hpp 25	4	
	16	UML	Docs	4	
14		More about Classes			
	1	Static		5	
	2	Friends		2	
	4	Copy Constructors	math.hpp 24-26	5	
	5	Operator Overloading	math.hpp 28-30	8	Overload 3 operators
	7	Aggregation		6	
15		Inheritance			
	1	Protected members	ship.hpp - 17-22	6	
	2 to 5	Base Class to Derived	battleship.hpp	6	
	6	Polymorphic associations	player.cpp - 23	6	
	7	Abstract Classes	ship.hpp	6	
16		Advanced Classes			
	1	Exceptions	player.cpp - 152	6	
	2 to 4	Templates	math.hpp - 9	6	
	5	STL	main.cpp - 16	6	
		Sum		100	