Cross Reference from Project 1

You are to fill-in with where located in code

Chapter	Section	Topic	Where Line #"s	Pts	Notes
2	2	cout			
	3	libraries	10 - 16	5	iostream, iomanip, cmath, cstdlib, fstream, string, ctime
	4	variables/literals			No variables in global area, failed project!
	5	Identifiers			
	$	Integers	45	1	
	%	Characters	50	1	
	'	Strings	51 - 52	1	
	)	Floats No Doubles	44	1	Using doubles will fail the project, floats OK!
	10	Bools	661	1	
	11	Sizeof *****			
	12	Variables 7 characters or less			All variables <= 7 characters
	13	Scope ***** No Global Variables			
	14	Arithmetic operators			
	15	Comments 20%+	Throughout Code	2	Model as pseudo code
	16	Named Constants			All Local, only Conversions/Physics/Math in Global area
	17	Programming Style ***** Emulate			Emulate style in book/in class repositiory
3	1	cin			
	2	Math Expression			
	3	Mixing data types ****			
	4	Overflow/Underflow ****			
	5	Type Casting	41	1	
	$	Multiple assignment *****			
	%	Formatting output	35 - 36	1	
	'	Strings	499	1	
	)	Math Library	278	1	All libraries included have to be used
	10	Hand tracing ******			
4	1	Relational Operators			
	2	if	502	1	Independent if
	4	If-else	591 - 601	1	
	5	Nesting	85 - 479	1	
	$	If-else-if	608 - 693	1	
	%	Flags *****			
	'	Logical operators	455	1	
	11	Validating user input	461 - 463	1	
	13	Conditional Operator	None	1	
	14	Switch	623 - 630	1	
5	1	Increment/Decrement	624	1	
	2	While	85 - 479	1	
	5	Do-while	663 - 674	1	
	$	For loop	104 - 106	1	
	11	Files input/output both	497 - 520	2	
	12	No breaks in loops ******			Failed Project if included
****** Not required to show			Total	30	

Cross Reference for Project 2

You are to fill-in with where located in code

Chapter	Section	Topic	Where Line #"s	Pts	Notes
$		Functions			
	3	Function Prototypes	25 - 36	4	Always use prototypes
	5	Pass by Value	510	4	
	'	return	562	4	A value from a function
	)	returning boolean	548 - 551	4	
	10	Global Variables		EEE	Do not use global variables -100 pts
	11	static variables	556 - 558	4	
	12	defaulted arguments	35	4	
	13	pass by reference	27	4	
	14	overloading	33 - 34	5	
	15	exit() function	78	4	
%		Arrays			
	1 to 6	Single Dimensioned Arrays	53 - 54	3	
	%	Parallel Arrays	None	2	
	'	Single Dimensioned as Function Arguments	31 - 36	2	
	)	2 Dimensioned Arrays	None	2	Emulate style in book/in class repositiory
	12	STL Vectors	None	2	
		Passing Arrays to and from Functions	604 - 609	5	
		Passing Vectors to and from Functions	None	5	
'		Searching and Sorting Arrays			
	3	Bubble Sort	658 - 675	4	
	3	Selection Sort	639 - 656	4	
	1	Linear or Binary Search	696 - 701	4	
****** Not required to show			Total 89/100	100	Other 30 points from Proj 1 first sheet tab