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	32,34,36,55	4	Header files containing classes
	4	Private Data Members	32,34,36,55	4	Header files containing private data members
	5	Specification vs. Implementation	36	4	#include header, cpp included in folder
	6	Inline	32,34,36,55	4	Inline included in header files
	7, 8, 10	Constructors	36	4	Lines 9-19 in header file
	9	Destructors	36	4	Line 53 in header file
	12	Arrays of Objects	79	4	
	16	UML	40-53	4	Created in text
14		More about Classes			
	1	Static	36	5	Line 7 in header file
	2	Friends		2	
	4	Copy Constructors	36	5	Line 20 in header file
	5	Operator Overloading	Lines 150177, 244	8	In header file, utilized in lines on left
	7	Aggregation	34	6	In header file, piece class aggregated into player class
15		Inheritance			
	1	Protected members	36	6	Line 4 in header file
	2 to 5	Base Class to Derived	32,34,36,55	6	In header files
	6	Polymorphic associations	36	6	Line 24 in header file
	7	Abstract Classes	55	6	Line 6 in header file
16		Advanced Classes			
	1	Exceptions	36	6	Line 26 in header
	2 to 4	Templates	55	6	Line 8 in header
	5	STL	86,98	6	