

OBJECTIVES:

- To develop C Programs using basic programming constructs
- To develop C programs using arrays and strings
- To develop applications in C using functions , pointers and structures
- To do input/output and file handling in C

UNIT I BASICS OF C PROGRAMMING 9

Introduction to programming paradigms - Structure of C program - C programming: Data Types – Storage classes - Constants – Enumeration Constants - Keywords – Operators: Precedence and Associativity - Expressions - Input/Output statements, Assignment statements – Decision making statements - Switch statement - Looping statements – Pre-processor directives - Compilation process

UNIT II ARRAYS AND STRINGS 9

Introduction to Arrays: Declaration, Initialization – One dimensional array – Example Program: Computing Mean, Median and Mode - Two dimensional arrays – Example Program: Matrix Operations (Addition, Scaling, Determinant and Transpose) - String operations: length, compare, concatenate, copy – Selection sort, linear and binary search

UNIT III FUNCTIONS AND POINTERS 9

Introduction to functions: Function prototype, function definition, function call, Built-in functions (string functions, math functions) – Recursion – Example Program: Computation of Sine series, Scientific calculator using built-in functions, Binary Search using recursive functions – Pointers – Pointer operators – Pointer arithmetic – Arrays and pointers – Array of pointers – Example Program: Sorting of names – Parameter passing: Pass by value, Pass by reference – Example Program: Swapping of two numbers and changing the value of a variable using pass by reference

UNIT IV STRUCTURES 9

Structure - Nested structures – Pointer and Structures – Array of structures – Example Program using structures and pointers – Self referential structures – Dynamic memory allocation - Singly linked list - typedef

UNIT V FILE PROCESSING 9

Files – Types of file processing: Sequential access, Random access – Sequential access file - Example Program: Finding average of numbers stored in sequential access file - Random access file - Example Program: Transaction processing using random access files – Command line arguments

OUTCOMES:

Upon completion of the course, the students will be able to

- Develop simple applications in C using basic constructs
- Design and implement applications using arrays and strings
- Develop and implement applications in C using functions and pointers.
- Develop applications in C using structures.
- Design applications using sequential and random access file processing.

TEXT BOOKS:

1. Reema Thareja, —Programming in C++, Oxford University Press, Second Edition, 2016.
2. Kernighan, B.W and Ritchie,D.M, —The C Programming language, Second Edition, Pearson Education, 2006

REFERENCES:

1. Paul Deitel and Harvey Deitel, —C How to Program, Seventh edition, Pearson Publication
2. Juneja, B. L and Anita Seth, —Programming in C++, CENGAGE Learning India pvt. Ltd., 2011
3. Pradip Dey, Manas Ghosh, —Fundamentals of Computing and Programming in C++, First Edition, Oxford University Press, 2009.
4. Anita Goel and Ajay Mittal, —Computer Fundamentals and Programming in C++, Dorling Kindersley (India) Pvt. Ltd., Pearson Education in South Asia, 2011.
5. Byron S. Gottfried, "Schaum's Outline of Theory and Problems of Programming with C", McGraw-Hill Education, 1996.