Developing Programming with C

Contents

1. Overview of C

- ➤ History of C
- > Importance of C
- Discuss Algorithm
- > Demonstrate the Use of Flowchart
- ➤ Basic Structure of C Program
- > Sample Programs: Printing a Message, Adding Two Numbers, etc
- > Executing a C Program
- Case Studies

2. Constants, Variables and Data Types

- > Introduction
- > Character Set
- ➤ C Tokens
- > Keywords and Identifiers
- **Constants**
- > Variables
- ➤ Data Types
- > Declaration of Variables
- ➤ Assigning Values to Variables

3. Operators and Expressions

- > Introduction
- ➤ Arithmetic Operators
- > Relational Operators
- Logical Operators
- ➤ Assignment Operators
- > Increment and Decrement Operators
- Conditional Operator
- > Bitwise Operators
- > Evaluation of Operators
- > Precedence of Arithmetic Operators
- Case Studies

4. Managing Input and Output Operators

- > Introduction
- ➤ Reading a Character
- Writing a Character
- > Formatted Input
- ➤ Formatted Output

5. Decision Making and Branching

- > Introduction
- > Decision Making with IF Statement
- ➤ Nesting of IF..ElSE Statements
- > The Switch Statement
- ➤ The ?: Operator
- > The Goto Statement
- Case Studies

6. Decision Making and Looping

- > Introduction
- > The While Statement
- > The do Statement
- > The For Statement with example
- > Jumps in Loops with example
- Case Studies

7. Arrays

- > Introduction
- One-Dimensional Arrays
- > Two Dimensional Arrays
- ➤ Initializing Two Dimensional Arrays
- ➤ Multi Dimensional Arrays
- > Dynamic Arrays
- Case Studies

8. Character Arrays and Strings

- > Introduction
- ➤ Declaring and Initializing String Variables
- ➤ Reading Strings from Terminal
- ➤ Writing Strings to Screen
- > Arithmetic Operators on Characters
- > Putting Strings together
- Comparison of Strings

- > String Handling Functions
- Case Studies

9. User-defined Functions

- > Introduction
- > Definition of Functions
- ➤ Need of User-defined Functions
- ➤ A Multi-function program
- ➤ Elements of User-defined Functions
- ➤ Return Values and their types
- > Function calls
- > Function Declaration
- > Category of Functions
- ➤ Nesting of Functions
- > Recursion
- > Passing Arrays to Functions
- > Passing Strings to Functions
- ➤ The Scope, Visibility and Lifetime of Variables
- Case Studies

10. Structures and Unions

- > Introduction
- ➤ Defining and Declaring a Structure
- > Accessing structure members
- > Operations on Individual Members
- Arrays of Structures
- Arrays within the Structures
- > Structures within Structures
- Structures and Functions
- Unions
- Case Studies

11. Pointers

- > Introduction
- ➤ Understanding Pointers
- ➤ Accessing the Address of a Variable
- > Declaring Pointer Variable
- ➤ Initializing of Pointer Variables
- > Accessing a Variable through its pointer
- > Chain of Pointers
- > Pointer Expression
- > Pointer Increments
- Pointer and Arrays

- ➤ Pointer and Character Arrays
- > Array of Pointer
- ➤ Pointer as Function Arguments
- > Function Returning Pointer
- > Pointers to Functions
- ➤ Pointers and Structures
- Case Studies

12. File Management in C

- > Introduction
- ➤ Defining and Opening a File
- ➤ Closing a File
- ➤ Input/output Operations on Files
- Random Access to Files
- ➤ Command Lines Arguments
- Case Studies

13. Dynamic Memory Allocation and Linked Lists

- > Introduction
- > Dynamic Memory Allocation
- ➤ Allocating a Block of Memory : Malloc
- ➤ Allocating Multiple Blocks of Memory : Calloc
- ➤ Releasing the Used Space: Free
- ➤ Altering the size of a Block: Realloc
- Case Studies

14. Linked Lists

- > Introduction
- Concepts of Linked Lists
- ➤ Advantages of Linked Lists
- > Types of Linked Lists
- > Creating a Linked List
- ➤ Inserting an Item
- > Deleting an Item
- > Applications of Linked Lists
- Case Studies

15. The Preprocessor

- > Introduction
- > Macro Substitution
- > File Inclusion
- Case Studies