C Training program

Table of Contents

- 1. Introduction to C Programming
- 2. Introduction to the Course
- 3. Overview to C Programming
 - 1. Why use C?
 - 2. Uses of C
 - 3. A Brief History of C
 - 4. C for Personal Computers
- 4. Running C Programs
 - 1. The Edit-Compile-Link-Execute Process
 - 2. Using Microsoft C
 - 3. Unix systems
- 5. Structure of C Programs
 - 1. C's Character Set
 - 2. The form of a C Program
 - 3. The layout of C Programs
 - 4. Pre-processor Directives
- 6. Your First Program
 - 1. Add Comments to a Program
- 7. Data Types
 - 1. Integer Number Variables
 - 2. Decimal Number Variables
 - 3. Character Variables
 - 4. Assignment Statement
 - 5. Arithmetic Ordering
 - 6. Something To Declare
 - 7. More On Initialising Variables
- 8. Input and Output Functions
 - 1. On The Run

- 2. Input and Output Functions in More Detail
- 3. The % Format Specifiers
- 4. Formatting Your Output
- 5. Custom Libraries
- 6. Summing It Up

9. Conditional Execution

- 1. Program Control
- 2. Logical Expressions
- 3. True and False in C
- 4. Using break and continue Within Loops
- 5. Select Paths with switch

10. Structure and Nesting

1. Think of a number

11. Functions and Prototypes

- 1. Functions C's Building Blocks
- 2. Functions and Local Variables
- 3. Making The Connections
- 4. Functions and Prototypes
- 5. What is ANSI C?
- 6. The Standard Library Functions
- 7. Throwing The Dice

12. Data Types Part II

- 1. Global variables
- 2. Constant Data Types

13. Arrays

- 1. Advanced Data Types
- 2. In Dis-array

14. Pointers

- 1. Point to Point
- 2. Swap Shop
- 3. Pointers And Arrays

15. Strings

- 1. Stringing Along
- 2. As easy as... B or C?
- 3. A Sort Of Bubble Program

16. Structures

- 1. Structures
- 2. Defining A New Type
- 3. Structures and Functions
- 4. Pointers to Structures
- 5. Malloc
- 6. Structures and Linked Lists
- 7. Structures and C++
- 8. Header Files

17. File Handling

- 1. The Stream File
- 2. Text File Functions
- 3. Binary File Functions
- 4. File System Functions
- 5. Command Line Parameters
- 18. End of the Course
- 19. Recommended Books
- 20. C Example Programs
 - 1. Input and Output programs
 - 2. Control Loop programs
 - 3. Conditional Execution programs
 - 4. Structure and Nesting programs
 - 5. Functions and Prototype programs
 - 6. Array programs
 - 7. Pointer programs
 - 8. String programs
 - 9. Structure programs

- 10. File Handling programs
- 11. Complex programs combining sections
- 21. C's Standard Libraries