

17HS018 PROGRAMMING IN C

Course Description

This hands on C programming course provides a comprehensive introduction to the ANSI C language, emphasizing portability and structured design. Students are introduced to all major language elements including fundamental data types, flow control, and standard function libraries. Thorough treatment is given to the topics of string and character manipulation, dynamic memory allocation, standard I/O, macro definition, and the C runtime library.

Course Outcomes

Upon successful completion of the course, a student will be able to:

- CO1. Appreciate and understand the working of a digital computer
- CO2. Analyze a given problem and develop an algorithm to solve the problem
- CO3. Improve upon a solution to a problem
- CO4. Use the 'C' language constructs in the right way
- CO5. Design, develop and test programs written in 'C'

UNIT I

Introduction to Algorithms and Programming Languages: Algorithm – Key features of Algorithms – Some more Algorithms – Flow Charts – Pseudo code – Programming Languages – Generation of Programming Languages – Structured Programming Language- Design and Implementation of Correct, Efficient and Maintainable Programs.

Introduction to C: Introduction – Structure of C Program – Writing the first C Program – File used in C Program – Compiling and Executing C Programs – Using Comments – Keywords – Identifiers – Basic Data Types in C – Variables – Constants – I/O Statements in C- Operators in C- Programming Examples – Type Conversion and Type Casting

UNIT II

Decision Control and Looping Statements: Introduction to Decision Control Statements – Conditional Branching Statements – Iterative Statements – Nested Loops – Break and Continue Statement – Goto Statement

Functions: Introduction – using functions – Function declaration/ prototype – Function definition – function call – return statement – Passing parameters – Scope of variables – Storage Classes – Recursive functions – Type of recursion – Towers of Hanoi – Recursion vs Iteration

UNIT III

Arrays: Introduction – Declaration of Arrays – Accessing elements of the Array – Storing Values in Array – Calculating the length of the Array – Operations on Array – one dimensional array for inter-function communication – Two dimensional Arrays – Operations on Two

Dimensional Arrays - Two Dimensional Arrays for inter-function communication –
Multidimensional Arrays – Sparse Matrices

Strings: Introduction –Suppressive Input – String Taxonomy – String Operations –
Miscellaneous String and Character functions

UNIT IV

Pointers: Understanding Computer Memory – Introduction to Pointers – declaring Pointer
Variables – Pointer Expressions and Pointer Arithmetic – Null Pointers – Generic Pointers -
Passing Arguments to Functions using Pointer – Pointer and Arrays – Passing Array to
Function – Difference between Array Name and Pointer – Pointers and Strings – Array of
pointers – Pointer and 2D Arrays – Pointer and 3D Arrays – Function Pointers – Array Of
Function Pointer – Pointers to Pointers – Memory Allocation in C Programs – Memory Usage
– Dynamic Memory Allocation – Drawbacks of Pointers

Structure, Union, and Enumerated Data Types: Introduction – Nested Structures – Arrays
of Structures – Structures and Functions – Self referential Structures – Union – Arrays of
Unions Variables – Unions inside Structures – Enumerated Data Types

UNIT V

Files: Introduction to Files – Using Files in C – Reading Data from Files – Writing Data from
Files – Detecting the End-of-file – Error Handling during File Operations – Accepting
Command Line Arguments – Functions for Selecting a Record Randomly - Remove() –
Renaming a File – Creating a Temporary File

REFERENCE BOOKS

1. Introduction to C programming by REEMA THAREJA from OXFORD UNIVERSITY PRESS
2. E Balagurusamy: COMPUTING FUNDAMENTALS & C PROGRAMMING – Tata McGraw-Hill, Second Reprint 2008, ISBN 978-0-07-066909-3.
3. Ashok N Kamthane: Programming with ANSI and Turbo C, Pearson Edition Publ, 2002.
4. Henry Mullish & Huubert L.Cooper: The Spirit of C An Introduction to modern Programming, Jaico Pub. House,1996.

Student Activity:

1. Write a program for preparing the attendance particulars of students of your college at the end of semester according to following guidelines
 - a. Above 75 % promoted
 - b. Above 65% condoned
 - c. Below 65% detained
2. Write a program for creating timetable or your class taking work load of faculty into consideration.