

I Year - I Semester

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COMPUTER PROGRAMMING

Learning objectives:

Formulating algorithmic solutions to problems and implementing algorithms in C.

- Notion of Operation of a CPU, Notion of an algorithm and computational procedure, editing and executing programs in Linux.
- Understanding branching, iteration and data representation using arrays.
- Modular programming and recursive solution formulation.
- Understanding pointers and dynamic memory allocation.
- Understanding miscellaneous aspects of C.
- Comprehension of file operations.

UNIT-I:

History and Hardware - Computer Hardware, Bits and Bytes, Components, Programming Languages - Machine Language, Assembly Language, Low- and High-Level Languages, Procedural and Object-Oriented Languages, Application and System Software, The Development of C Algorithms The Software Development Process.

UNIT-II:

Introduction to C Programming- Identifiers, The main () Function, The printf () Function
Programming Style - Indentation, Comments, Data Types, Arithmetic Operations, Expression Types, Variables and Declarations, Negation, Operator Precedence and Associativity, Declaration Statements, Initialization.

Assignment - Implicit Type Conversions, Explicit Type Conversions (Casts), Assignment Variations, Mathematical Library Functions, Interactive Input, Formatted Output, Format Modifiers.

UNIT -III:

Control Flow-Relational Expressions - Logical Operators:

Selection: if-else Statement, nested if, examples, Multi-way selection: switch, else-if, examples.

Repetition: Basic Loop Structures, Pretest and Posttest Loops, Counter-Controlled and Condition-Controlled Loops, The while Statement, The for Statement, Nested Loops, The do-while Statement.

UNIT-IV

Modular Programming: Function and Parameter Declarations, Returning a Value, Functions with Empty Parameter Lists, Variable Scope, Variable Storage Class, Local

Variable Storage Classes, Global Variable Storage Classes, Pass by Reference, Passing Addresses to a Function, Storing Addresses, Using Addresses, Declaring and Using Pointers, Passing Addresses to a Function.

Case Study: Swapping Values, Recursion - Mathematical Recursion, Recursion versus Iteration.

UNIT-V:

Arrays & Strings

Arrays: One-Dimensional Arrays, Input and Output of Array Values, Array Initialization, Arrays as Function Arguments, Two-Dimensional Arrays, Larger Dimensional Arrays-Matrices

Strings: String Fundamentals, String Input and Output, String Processing, Library Functions

UNIT-VI:

Pointers, Structures, Files

Pointers: Concept of a Pointer, Initialisation of pointer variables, pointers as function arguments, passing by address, Dangling memory, address arithmetic, character pointers and functions, pointers to pointers, Dynamic memory management functions, command line arguments.

Structures: Derived types, Structures declaration, Initialization of structures, accessing structures, nested structures, arrays of structures, structures and functions, pointers to structures, self referential structures, unions, typedef, bit-fields.

Data Files: Declaring, Opening, and Closing File Streams, Reading from and Writing to Text Files, Random File Access

Outcomes:

- Understand the basic terminology used in computer programming
- Write, compile and debug programs in C language.
- Use different data types in a computer program.
- Design programs involving decision structures, loops and functions.
- Explain the difference between call by value and call by reference
- Understand the dynamics of memory by the use of pointers
- Use different data structures and create/update basic data files.

Text Books:

1. ANSIC Programming, Gary J. Bronson, Cengage Learning.
2. Programming in C, BI Juneja Anita Seth, Cengage Learning.
3. The C programming Language, Dennis Richie and Brian Kernighan, Pearson Education.

Reference Books:

1. C Programming-A Problem Solving Approach, Forouzan, Gilberg, Cengage.
2. Programming with C, Bichkar, Universities Press.
3. Programming in C, ReemaThareja, OXFORD.
4. C by Example, Noel Kalicharan, Cambridge.