I Year – I SEMESTER

T	P	C
3+1	0	3

COMPUTER PROGRAMMING

Objectives: Formulating algorithmic solutions to problems and implementing algorithms in C

UNIT I:
Unit objective: Notion of Operation of a CPU, Notion of an algorithm and computational procedure, editing and executing programs in Linux
Introduction: Computer systems, Hardware and Software Concepts,
Problem Solving: Algorithm / Pseudo code, flowchart, program development steps, computer languages: machine, symbolic and highlevel languages, Creating and Running Programs: Writing, Editing(vi/emacs editor), Compiling(gcc), Linking and Executing in under Linux.
BASICS OF C: Structure of a C program, identifiers, basic data types and sizes. Constants, Variables, Arthmetic , relational and logical operators, increment and decrement operators, conditional operator, assignment operator, expressions, type conversions, Conditional Expressions, precedence and order of evaluation, Sample Programs.

UNIT II:
Unit objective: understanding branching, iteration and data representation using arrays
SELECTION – MAKING DECISION: TWO WAY SELECTION: if-else, null else, nested if, examples, Multi-way selection: switch, else-if, examples**.**
ITERATIVE: loops- while, do-while and for statements , break, continue, initialization and updating, event and counter controlled loops, Looping applications: Summation, powers, smallest and largest.
ARRAYS: Arrays- concepts, declaration, definition, accessing elements, storing elements, Strings and String Manipulations, 1-D arrays, 2-Darrays and character arrays, string manipulations, Multidimensional arrays, array applications: Matrix operations, checking the symmetricity of a Matrix**.**
STRINGS: concepts, c strings.

UNIT III:
Objective: Modular programming and recursive solution formulation
FUNCTIONS- MODULAR PROGRAMMING: functions, basics, parameter passing, storage classes extern, auto, register, static, scope rules, block structure, user defined functions, standard library functions, recursive functions, Recursive solutions for fibonacci series, towers of Hanoi, header

files, C Preprocessor, example c programs, Passing 1-D arrays, 2-D arrays to functions.

UNIT IV:
Objective: Understanding pointers and dynamic memory allocation
POINTERS: pointers- concepts, initialization of pointer variables, pointers and function arguments, passing by address- dangling memory, address arithmetic, character pointers and functions, pointers to pointers, pointers and multi-dimensional arrays, dynamic memory management functions, command line arguments

UNIT V:
Objective: Understanding miscellaneous aspects of C
ENUMERATED, STRUCTURE AND UNION TYPES: Derived types- structures- declaration, definition and initialization of structures, accessing structures, nested structures, arrays of structures, structures and functions, pointers to structures, self referential structures, unions, typedef, bit-fields, program applications
BIT-WISE OPERATORS: logical, shift, rotation, masks.

UNIT VI:
Objective: Comprehension of file operations
FILE HANDLING: Input and output- concept of a file, text files and binary files, Formatted I/O, File I/O operations, example programs

Text Books:
1. Problem Solving and Program Design in C, Hanly, Koffman, 7th ed, PERSON.
2. Programming in C, Second Edition Pradip Dey and Manas Ghosh, OXFORD Higher Education.
3. Programming in C, A practical approach Ajay Mittal PEARSON.
4. The C programming Language by Dennis Richie and Brian Kernighan.
5. Programming in C, B. L. Juneja, Anith Seth, Cengage Learning.

Reference Books:
1. C Programming, A Problem Solving Approach, Forouzan, Gilberg, Prasad, CENGAGE.
2. Programming with C, Bichkar, Universities Press
3. Programming in C, Reema Thareja, OXFORD
4. C by Example, Noel Kalicharan, Cambridge