



C Programming Syllabus

Course Objectives:

- To learn and build their own Console Application
- To learn C Fundamental Concepts
- To understand the flow of execution of program
- To acquire proficiency to organize and manipulate data.

UNIT I - C FUNDAMENTALS

Evolution of languages - Software and Types - Types of Applications - Data Types - Variables - Keywords - Identifiers - Operators - Types of Operators

UNIT II - CONTROL STRUCTURES

Selection Statements - Simple If , If else, else if ladder, nested if, switch - Looping statements - while, do-while, for - Jumping statements - break, continue, return

UNIT III - ARRAYS AND POINTERS

Arrays Intro - Types of arrays - Single Dimensional Array - Multidimensional Array - Pointers - Pointer to Variable, Pointer to Array, - Advantage and Disadvantages of Arrays and Pointers

UNIT IV - FUNCTIONS

Function Intro - Types of functions - Function categories - User defined functions - Call by value & Call by reference - Built-in functions - Recursion - Structures - Array of Structures - Advantage and Disadvantages of Function

UNIT V - STRUCTURES

Structures Intro - Structure as Variable - Creating composite data types - Array of Structures - Advantage and Disadvantages of Structures

Course Outcomes:

- Develop the ability to solve real-world problems
- Improves Code debugging skills during practical exercises
- Understand the importance of Code Optimization
- Cultivate habits of writing clean, Readable and well-documented code.
- Providing opportunities for students to demonstrate their skills

