AIT 112 PROGRAMMING IN C 4(2+2)

UNIT I
Introduction to Flowcharts and Algorithms, need of Computer languages and types of computer languages.

UNIT II
C character set, Identifiers and keywords, Data types, Declarations, Expressions, statements and symbolic constants, Operators.

UNIT III
Basic input/output library functions, control statements, storage types, Defining and accessing, passing arguments, Function prototypes, Recursion, Library functions.

UNIT IV
Defining and processing Arrays, Passing arrays to a function, Multi dimensional arrays, Define String, Using the String, Printing a String, String inbuilt Functions (string.h).

UNIT V
Define Pointer, Pointer Arithmetic, passing pointer to function, Function data return with a Pointer, Define structure, passing structure to a function, Unions, typedef, array of structure and pointer to structure.

Practical
1. Explain & Practice for structure of C program and its basic constructs
2. Explain & Practice for basic input/output library functions
3. Explain & Practice for conditional statement
4. Explain & Practice for Loop statements.
5. Practice for series programs.
6. Explain & Practice for functions.
7. Explain & Practice for Arrays.
8. Explain & Practice for Multidimensional array.
9. Explain & Practice for String manipulation.
10. Explain & Practice for Pointers.
11. Explain & Practice for structures.
12. Explain & Practice for union.

Reference Books
1. Let US C –By Yashwant Karnetkar
2. C – programming E.Balagurusamy Tata McGray Hill
3. Schaum's outline of Theory and Problems of programming with C : Gottfried
4. Complete reference with C Tata McGraw Hill
5. The C programming language : Kerninghan and Ritchie
6. Programming in ANSI C : Ramkumar Agarwal
7. Mastering C by Venugopal, Prasad – TMH
8. Sprit of C