



UNIT-IV

Structures and Unions – Basics of structures, processing of structures, user defined data types (typedef), Structures and Pointers, Structures and functions – passing structures to a function, Arrays of structures, Pointers to structures, Self-referential structures, Table lookup, UNIONS. writing programs and problem solving with structure and union

UNIT-V

Input and output – Standard input and output, Formatted output – printf, Variable length argument, Formatted input - scanf; Data files – opening and closing data file, creating a data file, processing a data file, file access, unformatted data files, miscellaneous function in C; Low Level programming – Register variables, Bitwise operations, Bit fields, Enumeration, Commands Line arguments/parameters, Library functions, Macros, The C preprocessor.

Course outcomes: After successful completion of the course, the students will be able to

- 1. Learn the concepts of Programming in C*
- 2. Learn thoroughly the building blocks of C programming language*
- 3. Write and implement C programs and solve problems through programming*
- 4. Learn the Concept of pointers and files in C & Programming with C.*
- 5. Design and implement programs using pointers and files in C.*

Text Books:

1. Brian W. Kernighan and Denis M. Ritchie, **The C Programming Language**, Pearson Education India; 2nd edition, 2015.
2. Byron S Gottfried, **Programming with C**, McGraw Hill Education; 4th Edition, 2018.
3. E Balagurusamy, **Programming in ANSI C**, McGraw Hill Education; Eighth edition, 2019
4. V. Rajaraman, **Computer Programming in C**, PHI Learning Private Limited; Second edition, 2019

Reference Books:

1. Yashavant P. Kanetkar, **Let Us C**, BPB; 16th edition, 2017.
2. Kamthane, **Programming in C**, Pearson Education India; 3rd edition, 2015.

Semester	: II
Course Type	: DSM
Course Code	: CSCDSM151
Name of the Course	: Programming with C
Learning level	: Foundation or Introductory Course
Credits	: 3
Contact Hours	: 45
Total Marks	: 100
End Semester Marks	: 70
Internal Marks	: 30



Course objectives:

1. To introduce the concepts of programming and programming language C.
2. To explain the concepts of functions and programme structure in C
3. To explain how to write and implement C programs
4. To explain the concept and working of pointers and files in C
5. To introduce the low level programming in C

UNIT-I

Fundamentals of computer programming with C – Data Types, Expressions, Operations – input, output; Writing simple C programs; Control structures (WHILE, DO-WHILE, FOR, IF-ELSE, SWITCH, BREAK, CONTINUE, GOTO STATEMENTS, nested loops etc.) and writing programs using control structures; solving elementary programming problems from various areas of applications including mathematics and statistics.

UNIT-II

Functions and program structure – Defining and accessing functions in C, passing arguments to a function, specifying argument data types – Illustration with example programs and problem solving through programs; Function prototypes, Functions returning non integers; Storage classes – Automatic, External, Static and Register variables, Scope rules, Header files, Block structure; Recursion in C – writing recursive programs and problem solving, The C Preprocessor

UNIT-III

Definition and array processing, passing arrays to a function, multidimensional arrays, Arrays and Strings; POINTERS – pointers and addresses, pointer declaration, pointers and function arguments – passing pointers to a function, Pointers and one dimensional arrays; Address arithmetic – operations on pointers, character pointers and functions; Pointer arrays/arrays of pointers, pointers to pointers, initialization of pointer arrays, pointers and multidimensional arrays; Command line arguments, Pointers to functions, passing functions to other functions.

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5. *Design and implement programs using pointers and files in C.*

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