

C - Programming



1. Introduction and First Program

- A. Why Programming
- B. Types of Programming
- C. Introduction C
- D. Benefits of C
- E. Some Facts about C
- F. Understanding First C Program
- G. Executing using IDE

2. Variables and Data Types

- A. 'C' Tokens
- B. Identifiers
- C. Keywords
- D. Data Types
- E. Variables
- F. Constants

3. Console I/O Operations

- A. printf function
- B. scanf function
- C. Unformatted Functions

4. Operators and Expressions

- A. Expressions
- B. Types of Operators
- C. Type Casting

5. Control Flow Statements

- A. Decision Making in C
- B. If Statement
- C. Switch Statement
- D. Unconditional Branching
- E. While Loop
- F. Do...While Loop
- G. For Loop
- H. Break and continue statements

6. Functions

- A. What is a Function
- B. Benefits of a Function
- C. Function Terminology
- D. How does Function Works
- E. Scope and Lifetime of Variables in function
- F. Storage Classes of Variables
- G. Call by value and call by reference
- H. Recursion

7. Working with Arrays

- A. Understanding Arrays
- B. Arrays Declaration and Initialization
- C. Sample Programs
- D. Multidimensional Arrays
- E. Arrays and Functions

8. String Handling

- A. Declaration and Initialization
- B. Reading and Writing Strings
- C. Standard string library functions
- D. Array of pointers tstring

9. Pointers

- A. Understanding Pointers
- B. Declaring and Initializing Pointers
- C. Function and Pointer Parameters
- D. Pointer Arithmetic
- E. Pointer and Arrays
- F. Two Dimensional Arrays and Pointers
- G. void Pointer
- H. Dynamic allocation of memory
- I. Difference between malloc and calloc

10. Structure and Unions

- A. Overview of Structures
- B. Defining and Using a Structure
- C. Structures within a Structure

Office 41-42/A, Second Floor Shreenath Plaza, Dnyaneshwar Paduka Chowk,
Pune, Maharashtra 411005 Mob : +91-8237077325

- D. typedef keyword
- E. Passing Structures Functions
- F. Array of Structures
- G. Structure and Pointers
- H. Unions

11.File Handling

- A. What is a Stream
- B. Opening and Closing of Files
- C. Writing and Reading in Text Format
- D. Writing and Reading in Binary Format

12.Preprocessor Directives

- A. Pre-Processor Directives
- B. #define Macro
- C. Conditional Compilation
- D. Pre-defined Macros
- E. #include and Header Files

13.Command Line Arguments and Variable Number of Arguments

- A. Command Line Arguments
- B. Variable Arguments

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