



Syllabus Programing in C

- Live Sessions (6 Month)
- Daily Recording provide
- MSBTE Syllabus
- MSBTE Model Solutions
- Exact Question Bank
- Regular Notes
- 100% guaranty of coding
- Completion Certificate

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01.

BASICS OF 'C' PROGRAMMING

1.1 Fundamentals of algorithms
1.2 Introduction to 'C': General structure of 'C' program, Header file, 'main ()'
1.3 Fundamental constructs of 'C'
1.4 Basic Input and Output functions
1.5 Assignments and expressions: simple assignment statements, arithmetic operators, shift operators, bitwise operators, size of operator.

02.

CONTROL STRUCTURES

2.1 Conditional statements: Relational operators, logical operators, if statement, if-else statements, nested if-else statements, if-else ladder, switch statement.
2.2 Looping statements : while loop, do... while loop, for loop.
2.3 Branching Statements: go to statement, use of 'break' and 'continue' statements.

03.

ARRAYS AND STRUCTURE

3.1 Characteristics of an array, One dimension and twodimensional arrays, concept of multi-dimensional arrays.
3.2 Array declaration and Initialization.
3.3 Operations on Arrays.
3.4 Character and String input/output and String related operations.
3.5 Introduction and Features of Structures, Declaration and Initialization of Structures, array of structures.
3.6 Type def, Enumerated Data Type.

04.

FUNCTIONS

4.1 Concept and need of functions.
4.2 Library functions: Math functions, String handling functions, other miscellaneous functions such as getchar(), putchar(), malloc(), calloc().
4.3 Writing User defined functions - function definition, functions declaration, function call, scope of variables - local variables, global variables.
4.4 Function parameters: Parameter passing- call by value & call by reference, function return values, function return types, declaring function return types, The 'return' statement.
4.5 Recursive functions.

05.

POINTERS

5.1 Introduction to Pointers : Definition, use of pointers, '*' and '&' operators, declaring, initializing, accessing pointers.
5.2 Pointer arithmetic. 5.3 Pointer to array.
5.4 Pointer and Text string. 5.5 Function handling using pointers.
5.6 Pointers to structure.