

Dear Student,

Based upon your enquiry we are pleased to send you the course curriculum for 'C' Language

Given below is the brief description for the course you are looking for:

❖ A Quick Overview of C

- ✓ Why we use C
- ✓ Purpose of header file.
- ✓ Meaning of common syntax in C
- ✓ A Very Simple Program
- ✓ Writing the Program
- ✓ Compiling the Program
- ✓ Running the Program

❖ Constant and Variable Types

- ✓ Variables
- ✓ Variable Names
- ✓ Global Variables
- ✓ Static Variables
- ✓ Constants
- ✓ Arrays

❖ Expressions and Operators

- ✓ Assignment Statement
- ✓ Arithmetic operators
- ✓ Type conversion
- ✓ Comparison
- ✓ Logical Connectors

❖ Control Statements

- ✓ The if else Statement
- ✓ Nested If else
- ✓ The switch Statement
- ✓ Loops

- ✓ The while Loop
- ✓ The do while Loop
- ✓ The for Loop
- ✓ Nested Loops
- ✓ The break Statement
- ✓ The continue Statement
- ✓ The goto Statement

❖ Functions in C

- ✓ Scope of Function Variables
- ✓ Modifying Function Arguments
- ✓ Declaration, Calling and Definitions of functions

❖ Arrays

- ✓ Use of arrays
- ✓ 1d Array
- ✓ 2d Array
- ✓ Searching, Sorting on array
- ✓ Another Functionality on Array

❖ String handling

- ✓ Initializing Strings
- ✓ strlen() function
- ✓ strcmp function
- ✓ strcmpi() function
- ✓ strcpy() function
- ✓ strlwr () function
- ✓ strrev() function

❖ Input and Output

- ✓ The Standard Input Output File
- ✓ Character Input / Output
 - getchar
 - putchar

- ✓ Formatted Input / Output
 - printf
 - scanf
- ✓ Whole Lines of Input and Output
 - gets
 - puts

❖ Handling Files in C

- ✓ C File Handling - File Pointers
 - Opening a file pointer using fopen
 - Closing a file using fclose
- ✓ Input and Output using file pointers
 - Character Input and Output with Files
 - Formatted Input Output with File Pointers
 - Formatted Input Output with Strings
 - Whole Line Input and Output using File Pointers
- ✓ Special Characters
 - NULL, The Null Pointer or Character
 - EOF, The End of File Marker
- ✓ Other String Handling Functions
- ✓ Conclusion

❖ Structures

- ✓ Defining a Structure
- ✓ Accessing Members of a Structure
- ✓ Structures as Function Arguments
- ✓ Further Uses of Structures

❖ The C Preprocessor

- ✓ Using #define to Implement Constants
- ✓ Using #define to Create Functional Macros
- ✓ Reading in Other Files using #include
- ✓ Conditional selection of code using #ifdef
 - Using #ifdef for Different Computer Types
 - Using #ifdef to Temporarily Remove Program Statements

❖ Pointers

- ✓ User of Pointers
- ✓ Declaration of Pointers
- ✓ Pointer with Variable
- ✓ Pointer with array
- ✓ Pointer with Function