

**FACULTY OF COMPUTER APPLICATIONS**
**Bachelor of Science (Information Technology)**  
**B.Sc. (IT)**

- **Sem.** : 1
- **Subject Code** : 05BS0102
- **Subject** : Programming Techniques-1
- **Course Objectives** :
  1. To understand the fundamentals of C programming.
  2. To code, document, test, and implement a well-structured C program.
  3. To write reusable modules.
  4. To work with different user defined and complex data types.
  5. To understand concept of preprocessor directives and file handling.
- **Prerequisites** :

Unit No	Topics Covered	No of lectures required
<b>1</b>	<b>C Fundamentals</b> Types of Programming Language, Introduction to C, The C Character Set, Identifiers and Keywords, Data Types, Constants, Variables, Declarations, Expressions, Statements, getchar(), putchar(), scanf(), printf(), gets() and puts() functions, Arithmetic Operators, Unary Operators, Relational and Logical Operators, Assignment Operators, Conditional Operator, Library Functions.	<b>10</b>
<b>2</b>	<b>Control Statement</b> Branching: if statement,if else Statement, if else if statement, nested if statement. Looping: The while Statement, do while Statement, for Statement,Nested Control Structures,switch Statement,break Statement,continue Statement,Comma Operator,goto	<b>10</b>

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	Statement.	
<b>3</b>	<b>Functions, Program Structure and preprocessor directive</b> Brief Overview, Defining a Function, Accessing a Function, Function Prototypes, Passing Arguments to a Function, Recursion, Storage Classes, Automatic Variables, External (Global) Variables, Static Variables, Multifile Programs, More About Library Functions, Enumerations, Command Line Parameters, More About Library Functions, Macros, C Preprocessor	<b>10</b>
<b>4</b>	<b>Arrays and Pointer</b> Defining an Array, Processing an Array, Passing Arrays to Functions, Multidimensional Arrays, Arrays and Strings, String Library Functions, Pointer Fundamentals, Pointer Declarations, Passing Pointers to Functions, Pointers and One-Dimensional Arrays, Dynamic Memory Allocation, Operations on Pointers, Pointers and Multidimensional Arrays, Arrays of Pointers, Passing Functions to Other Functions, More about Pointer Declarations.	<b>10</b>
<b>5</b>	<b>Structure Union and File Handling</b> Defining a Structure, Processing a Structure, User-Defined Data Types (typedef), Structures and Pointers, Passing Structures to Functions, Self-Referential Structures, Unions, Opening and Closing a Data File, Creating a Data File, Processing a Data File, Unformatted Data Files	<b>10</b>

**Course Outcomes: (students will be able to)**

1. Describe fundamental concepts of C programming.
2. Define the use of control and looping statements.
3. Construct reusable modules by creating user defined functions.
4. Use different complex and user defined data types like array, pointer, structure and union.
5. Apply CRUD operations on data by using the concept of file handling.

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Course Outcomes – Program Outcomes Mapping Table :

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	L						L		H	H
CO2	H						L		H	H
CO3	H						L	H	H	H
CO4	H						L		H	H
CO5	M						L		H	H

**Text Book :**

1. Schaum's outline of Programming With C, Byron Gottfried, McGraw-Hill, Second Edition

**Reference Books :**

1. Programming in C, Pradip Dey - Manas Ghos, Oxford, Second Edition
2. Programming in C, Reema Thareja, Oxford, Second Edition
3. Let us C, YashvantKanetkar, BPB Publications, 8th Edition.

**Web References :**

1. <https://www.programiz.com/c-programming>
2. <https://www.cprogramming.com/tutorial/c-tutorial.html>

**App References :**

1. C Programming App - Anil SinghaniaEducation
2. Learn C Programming - Coding and ProgrammingEducation

**Syllabus Coverage from text /reference book & web/app reference:**

Unit #	Chapter Numbers
1	Chapter 1.5,1.6,Chapter-2,Chapter-4,Chapter-3
2	Chapter-6
3	Chapter-7, Chapter-8 and Chapter-14
4	Chapter-9 and Chapter-10
5	Chapter-11,Chapter-12

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**PRACTICALS**

Unit No	List of Practicals
<p><b>1</b></p>	<ol style="list-style-type: none"> <li>1. Write a Program to Print "Hello World".</li> <li>2. Write a Program that takes 2 Values from user and Perform All Arithmetic Operation.</li> <li>3. Write a program that takes 3 values for Principle Amount, Rate of Interest and No. of Years and find out Simple Interest.</li> <li>4. Write a program that input value from user and find out Area of Circle.</li> <li>5. Write a program that input two values from user and find out Area of Rectangle.</li> <li>6. Write a program that input 3 values from user and find out its Average.</li> <li>7. Write a program to Calculate the Square and Cube of a number.</li> <li>8. Write a program Interchange the value of two numbers using third variable.</li> <li>9. Write a program Interchange the value of two numbers without using third variable.</li> <li>10. Write a program to convert temperature Fahrenheit to Celsius.</li> </ol>
<p><b>2</b></p>	<ol style="list-style-type: none"> <li>1. Write a program that input 2 values from user and find out Maximum. 15. Write a program that input 2 values from user and find out Minimum.</li> <li>2. Write a program that input age from user if age <math>\geq</math> 18 then print person is eligible for vote else person is not eligible for vote.</li> <li>3. Write a program that input value from user and find out number is even or odd.</li> <li>4. Write a program that input 2 number from user and find out number is equal or not.</li> <li>5. Write a C Program to input price quantity of an item from user and display final payment according to following condition. If total purchase(price*quantity) is greater than Rs.1000 then calculate discount 15% otherwise calculate discount 10% of total rupees.</li> <li>6. Write a program to input year and find whether year is leap year or not.(Hint Use % Sign)</li> <li>7. Write a program to input two values from user and check whether the first number is divisible by second or not. (Hint Use % Sign)</li> </ol>

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	<ol style="list-style-type: none"> <li>8. Input Three Values from user and Find Maximum.</li> <li>9. Input RollNumber, Marks of 5 Subjects and find out Total,Percentage,Result and Grade.</li> <li>10.Input day in number and print in text(for Example input 1 then Output Monday)</li> <li>11.Input number and check whether the number is positive, negative or zero.</li> <li>12. Write a program that Print 1 2 3 4 ..... 10</li> <li>13. Write a program that Print 2 4 6 ..... 20</li> <li>14. Write a program that Print 1 3 5 7 ..... N</li> <li>15. Write a program that Print 100 99 98..... 90</li> <li>16. Write a program that Print 200 198 196 .... 180</li> <li>17. Write a program that Print 1 10 2 9 3 8 4 7 5 6 6 5 7 4 8 3 9 2 10 1</li> <li>18. Write a program to print multiplication table of inputted number.</li> <li>19. Write a program to print 0 1 1 2 3 5 8 13.....n</li> <li>20. Print first 10 natural number with its square and cube.</li> <li>21. Accept 10 numbers from user one by one and displays its total value on screen.</li> <li>22. Input x and y calculate its power value</li> <li>23. Write a program that input number and find out sum of digits.</li> <li>24. Write a program that input number and find out reverse of that number.</li> <li>25. Write a program that input number and find out number is palindrome or not.</li> <li>26. Write a program that input number and find out number is Armstrong or not.</li> <li>27. Write a program that input number and find out number is Prime or not.</li> <li>28. Write a program to find out prime numbers up to user series.</li> <li>29. Write a program to find out Armstrong numbers up to user series.</li> <li>30. Write a program that input number and find out factorial of given number.</li> </ol>
<b>3</b>	<ol style="list-style-type: none"> <li>1. Write a program to find out addition of two values using UDF.</li> <li>2. Write a program to find out factorial of number using UDF.</li> <li>3. Write a program to find out reverse of number using UDF.</li> <li>4. Write a program to find out Sum of digits using UDF.</li> </ol>

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	<p>5. Write a program to find out Number is Palindrome or not using UDF.          6. Write a program to find out Number is Armstrong or not using UDF.          7. Write a program to find out Number is Prime or not          8. Write a program to find out Fibonacci series up to user input using UDF.          9. Write a program to demonstrate use of macro          10. Write a program to demonstrate use of #include directive</p>
<p><b>4</b></p>	<p>1. Enter N elements and print them.          2. Enter N elements and find total and average of them.          3. Enter N elements and find maximum and minimum value.          4. Enter N elements and find how many are positive, negative, even and odd.          5. Copy the elements of one array into another.          6. Write a program to add two matrices.          7. Write a program to subtract two matrices.          8. Write a program to multiply two matrices.          9. Enter a string and find out length of string with using string function and without string function.          10. Enter String and Check the string is palindrome or not.          11. Swap two variables using pointer and function.          12. Find out area of circle using pointer and function          13. Find out maximum and minimum number using pointer to function.          14. Enter N elements and find out sum and average of them using dynamic array.          15. Enter N elements and find out sum of prime numbers using dynamic array.</p>
<p><b>5</b></p>	<p>1. Write a program to Add Two Complex Numbers by Passing Structure to a Function.          2. Write a program to Demonstrate difference between structure and union          3. Write a program that compares two given dates. To store a date use a structure that contains three members namely date, month and year. If the dates are equal then display message "equal" otherwise "not equal".          4. Write a program to demonstrate nested structure.          5. Write a program to write content in file and then read that file and print the content on screen.          6. Write a program to read a file and count no. of</p>



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	<p>characters, blank spaces, tabs and lines in file</p> <ol style="list-style-type: none"><li>7. Write a program to copy one file into another file.</li><li>8. Write a program to append the content in given file.</li><li>9. Write a program to write string in "greencity.txt" and print it in reverse order in file "cleancity.txt"</li><li>10. Write a program to write a file DATA.Txt which has 1 to 10 numbers and then read this file. If number is odd then store it in "ODD.txt" and if it is even store it in "EVEN.txt"</li></ol>
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