English 1113

i. Grammar :

1. Morpheme (classification, parts of speech, synonym, antonym change)
2. Verb (Finite, nonfinite, transitive, intransitive, lexical/principal, auxiliary, stative, dynamic, linking, infinitive, gerund, participle)
3. Distinction between phrase and clause
4. Clause(compulsory and optional elements of a clause, classifications of clauses, identification) [materials: ABC of English Grammar by Jahurul Islam; Chapter 8:The Clause, Chapter 12: The Complex Sentence]
5. Sentence (functional &structural classification, identification)
6. Conditional sentence

ii. Reading :

1. Reading techniques (scanning, skimming, intensive,extensive)
2. SQ3R technique
3. Reading comprehension from passage
4. Precis/ summary
5. Paraphrase

iii. Phonetics :

1. Concepts (phonetics, phonology, phones, phoneme, allophones)
2. Vowels (monophthong, diphthong, triphthong)
3. Consonants
4. Word transcription

CSE 1101

Title: Structured Programming

i. Basic Concept:

1. Basic idea of algorithm
2. How compiling work?
3. Program debugging
4. Definition and difference of Compiler and Interpreter

ii. Baby step:

1. Basic I/0 and formatted I/O) [I: Input, O: Output]
2. Different data types and their size
3. Operators along with their order and behaviors
4. Operation, Expression and Expression evaluation
5. Conditional Logic [If-else, switch-case, ternary]
6. ASCII value of character (use your brain)
7. Character usage and tricks by using it as integer

iii. Loop:

1. For loop
2. While loop
3. do-while loop
4. Usage of continue and break operation
5. Nested loop

iv. Array:

1. Different type and style of declaration and initialization
2. Multi-dimensional array
3. Array manipulation [indices, enumerate, divide, concatenation, search, sort]
4. Array of pointer

v. String:

1. String operation [concatenation, compare etc.]
2. Difference between string and character array
3. Importance of string and null (\0) character
4. String I/O
5. Array of string

vi. Pointer
(The gate of madness along with reality check)

1. Introduction and understanding of pointer

2. Pointer operation
3. Pointers of array
4. Array of pointer

vii. Function:

1. Defining and calling method of user-defined function
2. Void functions with no parameter
3. Return type and parameter of function
4. Call by values
5. Function with pointer as parameter
6. Scope of variable [Local and Global]
7. Built-in function
8. Recursive function
9. Array as parameter
10. Call by reference

viii. Custom Data Types:

1. Structures
2. Unions
3. Enumerations

ix. File:

1. Basic file operation [Opening, Closing]
2. Updating binary and sequential files
3. Files I/O

x. Advanced Topics:
(I have no idea from where those guys came)

1. Operation on bits
2. Preprocessors and macros