

PROBLEM SOLVING USING COMPUTERS [2 1 0 3]
[Revised Credit System]
(Effective from the academic year 2018-19)
FIRST YEAR (COMMON TO ALL BRANCHES)

Subject Code	CSE1051	IA Marks	50
Number of Lecture Hours/Week	03	Exam Marks	50
Total Number of Lecture Hours	36	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to, <ul style="list-style-type: none"> • Understand the basics of computing and various problem solving techniques • Understand and use various programming concepts using C language • Understand the concepts of modular, pointer and structure programming • Appreciate the importance of cyber security in the computing world 			
Module -1			Teaching Hours
Introduction to computing <ol style="list-style-type: none"> 1. Introduction, Computer Organization, early Operating System, Machine, Assembly and High Level language. [1 Hour] 2. History of C, Typical C program development environment. [1 Hour] 3. Problem solving using computers. Idea of Algorithm: steps to solve logical and numerical problems. Representation of Algorithm, Flowchart/Pseudocode with examples. [2 hours] 4. Simple C programs, Syntax and Logical Errors in compilation, object and executable code [1 hour] 			05 Hours
Module -2			
C language – Types, operators, expressions and control flow <ol style="list-style-type: none"> 1. Variable names and declarations, Datatypes, sizes and constants. [1 Hour] 2. Arithmetic operators, relational and logical operators, increment and decrement operators and bitwise operators. [1Hour] 3. Type conversion, assignment operators and expression, conditional expressions, precedence and order of evaluation. [2 Hours] 			08 Hours

4. Statements and blocks, IF-ELSE, ELSE-IF, SWITCH, LOOPS-WHILE, DO-WHILE and FOR, Break and continue statements. [4 Hours]	
Module – 3	
Arrays and Strings	08 Hours
<ol style="list-style-type: none"> 1-D arrays and strings, searching: Linear and binary searching. Comparison between search procedures. Programs on strings and string handling functions. [4 hours] Sorting: Selection, bubble. Comparison between sorting procedures. Sorting with strings. [2 hours] Multidimensional arrays and matrices [2 hours] 	
Module-4	
Modular programming and recursive functions	09 Hours
<ol style="list-style-type: none"> Functions: The prototype declarations. Actual and formal parameters, function definition [3 hours] Function call: Pointer variables, Declaration and dereferencing pointer variables. Passing arguments to a function, by value, by reference. Functions with and without returns, Scope of variables, Recursive programming, as a different way of solving problems [6 hours] 	
Module-5	
More data types in C and others	06 Hours
<ol style="list-style-type: none"> Structures: Defining structures and Array of Structures [3 hours] Pointers: Pointer arithmetic. Pointer to structures [2 hours] Computer and cyber security [1 hour] 	

Course outcomes:

After studying this course, students will be able to:

- CO1: Explain basics of computing, use problem solving techniques to solve simple problems using C language.
- CO2: Use operators, decision making and looping constructs for solving complexed programs.
- CO3: Understand and use derived data structures like arrays and strings to solve higher level programs.
- CO4: Understand and implement use of modular programming to decompose a problem into functions and synthesize a complete program. Demonstrate use of recursive functions in problem solving.
- CO5: Describe and use the derived data types like structures and pointers. Understand to implement file management. Understand the importance of cyber security.

Reference Books:

1. Dromey.R. G, *How to solve it by computers*, Pearson, 1982.
2. Brian W. Kernighan and Dennis M. Ritchie, *The C Programming language (2e)*, Pearson Education, 1988.
3. Deital.P. J and Deitel.H.M, *C: How to program (7e)*, Pearson Education, 2010.
4. Balagurusamy.E, *Computing fundamentals and C programming (1e)*, McGraw-Hill, 2008.