

## Contents:

### Unit-I

**Pointers:** Introduction, Understanding Pointers, Accessing the address of a variable, Declaration and Initialization of Pointers, Accessing a variable through its pointer, Chain of pointers, Pointer expressions, Pointer Increments and scale factor, Pointers and arrays, Pointers and character strings, Pointers as Function arguments, Functions returning pointers.

8 Hrs

### Unit-II

**Structures and Unions:** Introduction, Defining a Structure, Declaring structure variables, Accessing structure members, structure initialization, copying and comparing structure variables, Operations on Individual Members, Arrays of structures, Arrays within structures, Structures within structures, Structures and Functions, Self-referential structures, Unions.

8 Hrs

### Unit-III

**Storage Classes:** Storage class specifiers, Local variable storage class: auto, register, and static. Global variable storage class: default global variable, extern, and static.

**Dynamic Memory allocation:** Motivation for dynamic memory requirement, Allocating a block of memory – malloc, allocating multiple blocks of memory – calloc, Releasing the used memory – free, Altering the size of a block – realloc.

8 Hrs

### Unit-IV

**File Handling:** Introduction, Defining an opening a file, Closing a file, Input and Output Operations on Files, Error Handling during IO operations, Random Access to Files, Command line arguments.

8 Hrs

### Unit-V

**Sorting:** Introduction, Bubble Sort, Selection Sort, Insertion Sort.

**Searching:** Introduction, Linear Search, Binary Search.

8 Hrs

## Reference Books:

- 1 E Balagurusamy, "Programming in ANSI C", 6<sup>th</sup> Edition, Tata McGraw Hill, 2012.
- 2 Yashavant Kanetkar, "Understanding Pointers in C and C++", 5<sup>th</sup> Edition, BPB Publications, 2019.
- 3 Reema Thareja, "Computer fundamentals and Programming in C", Oxford University, Second Edition, 2017.
- 4 B A Forouzan and R F Gilberg, "Computer Program: A structured programming approach using C", 3<sup>rd</sup> Edition, Thomson Learning, 2005
- 5 Brain W. Kernighan and Rob Pike, "The Practice of Programming", Pearson Education Inc. 2008.