Hour-wise Plan

UNIT II

Hour	Topic	Reference Books	Teaching Mode
1	**Functions:** Introduction, standard library functions, need for user defined functions, The form of C functions with an example	**T1, R1, R2**	**Black Board**
2	**Functions:** Category of functions with examples; Nested functions	**T1, R1, R2**	**Black Board**
3	**Functions:** The scope and lifetime of variables in functions: storage classes with examples	**T1, R1,R2**	**Black Board and LCD Projector**
4	**Functions:** Recursion	**T1, R1, R2**	**Black Board**
5	**Formative Assessment #3**		
6	**Arrays:** Definition, Accessing, One and Two dimensional arrays	**T1, R1, R2**	**Black Board and LCD Projector**
7	**Arrays:** Searching-Linear and Binary Search	**T2, R1**	**Black Board**
8	**Arrays:** Sorting-Bubble Sort-Time Complexity	**T2, R1**	**LCD Projector - Animations**
9	**Arrays:** Insertion Sort, Selection Sort	**T2, R1**	**LCD Projector - Animations**
10	**Arrays:** Merge Sort	**T2, R1**	**LCD Projector - Animations**
11	**Arrays:** Quick Sort	**T2, R1**	**LCD Projector - Animations**
12	**Formative Assessment #4**		
13	**Pointers:** Pointer Fundamentals-Declaration of pointers	**LR6**	**Black Board**
14	**Pointers:** Pointer arithmetic, pointers with functions	**LR6**	**Black Board and LCD Projector**
15	**Pointers:** Pointers and arrays, Pointers and strings	**LR6**	**Black Board**
16	**Pointers:** Dynamic memory allocation	**LR6**	**LCD Projector**
17	**Formative Assessment #5**		

Assignment Questions: (1) Compare and contrast iterative functions and recursive functions
(2) Write and explain how a 3D array can be used to store and process sales of a product
(3) What are the advantages and disadvantages of using pointers? List out the languages that use pointers and that do not use pointers.