

L	T	P	C
0	0	3	1.5

COMPUTER PROGRAMMING LAB

(Common to All branches of Engineering)

Course Objectives:

The course aims to give students hands – on experience and train them on the concepts of the C- programming language.

Course Outcomes:

CO1: Read, understand, and trace the execution of programs written in C language.

CO2: Select the right control structure for solving the problem.

CO3: Develop C programs which utilize memory efficiently using programming constructs like pointers.

CO4: Develop, Debug and Execute programs to demonstrate the applications of arrays, functions, basic concepts of pointers in C.

UNIT I

WEEK 1

Objective: Getting familiar with the programming environment on the computer and writing the first program.

Suggested Experiments/Activities:

Tutorial 1: Problem-solving using Computers.

Lab1: Familiarization with programming environment

- i) Basic Linux environment and its editors like Vi, Vim & Emacs etc.
- ii) Exposure to Turbo C, gcc
- iii) Writing simple programs using printf(), scanf()

WEEK 2

Objective: Getting familiar with how to formally describe a solution to a problem in a series of finite steps both using textual notation and graphic notation.

Suggested Experiments /Activities:

Tutorial 2: Problem-solving using Algorithms and Flow charts.

Lab 1: Converting algorithms/flow charts into C Source code.

Developing the algorithms/flowcharts for the following sample programs

- i) Sum and average of 3 numbers
- ii) Conversion of Fahrenheit to Celsius and vice versa
- iii) Simple interest calculation

WEEK 3

Objective: Learn how to define variables with the desired data-type, initialize them with appropriate values and how arithmetic operators can be used with variables and constants.

Suggested Experiments/Activities:

Tutorial 3: Variable types and type conversions:

Lab 3: Simple computational problems using arithmetic expressions.

- i) Finding the square root of a given number
- ii) Finding compound interest
- iii) Area of a triangle using heron's formulae
- iv) Distance travelled by an object

UNIT II**WEEK 4**

Objective: Explore the full scope of expressions, type-compatibility of variables & constants and operators used in the expression and how operator precedence works.

Suggested Experiments/Activities:

Tutorial4: Operators and the precedence and as associativity:

Lab4: Simple computational problems using the operator' precedence and associativity

- i) Evaluate the following expressions.
 - a. $A+B*C+(D*E) + F*G$
 - b. $A/B*C-B+A*D/3$
 - c. $A+++B---A$
 - d. $J= (i++) + (++i)$
- ii) Find the maximum of three numbers using conditional operator
- iii) Take marks of 5 subjects in integers, and find the total, average in float

WEEK 5

Objective: Explore the full scope of different variants of “if construct” namely if-else, null-else, if-else if*-else, switch and nested-if including in what scenario each one of them can be used and how to use them. Explore all relational and logical operators while writing conditionals for “if construct”.

Suggested Experiments/Activities:

Tutorial 5: Branching and logical expressions:

Lab 5: Problems involving if-then-else structures.

- i) Write a C program to find the max and min of four numbers using if-else.
- ii) Write a C program to generate electricity bill.
- iii) Find the roots of the quadratic equation.
- iv) Write a C program to simulate a calculator using switch case.
- v) Write a C program to find the given year is a leap year or not.

WEEK 6

Objective: Explore the full scope of iterative constructs namely while loop, do-while loop and

for loop in addition to structured jump constructs like break and continue including when each of these statements is more appropriate to use.

Suggested Experiments/Activities:**Tutorial 6:** Loops, while and for loops**Lab 6:** Iterative problems e.g., the sum of series

- i) Find the factorial of given number using any loop.
- ii) Find the given number is a prime or not.
- iii) Compute sine and cos series
- iv) Checking a number palindrome
- v) Construct a pyramid of numbers.

UNIT III**WEEK 7:**

Objective: Explore the full scope of Arrays construct namely defining and initializing 1-D and 2-D and more generically n-D arrays and referencing individual array elements from the defined array. Using integer 1-D arrays, explore search solution linear search.

Suggested Experiments/Activities:**Tutorial 7:** 1 D Arrays: searching.**Lab 7:** 1D Array manipulation, linear search

- i) Find the min and max of a 1-D integer array.
- ii) Perform linear search on 1D array.
- iii) The reverse of a 1D integer array
- iv) Find 2's complement of the given binary number.
- v) Eliminate duplicate elements in an array.

WEEK 8:

Objective: Explore the difference between other arrays and character arrays that can be used as Strings by using null character and get comfortable with string by doing experiments that will reverse a string and concatenate two strings. Explore sorting solution bubble sort using integer arrays.

Suggested Experiments/Activities:**Tutorial 8:** 2 D arrays, sorting and Strings.**Lab 8:** Matrix problems, String operations, Bubble sort

- i) Addition of two matrices
- ii) Multiplication two matrices
- iii) Sort array elements using bubble sort
- iv) Concatenate two strings without built-in functions
- v) Reverse a string using built-in and without built-in string functions

UNIT IV**WEEK 9:**

Objective: Explore pointers to manage a dynamic array of integers, including memory allocation & value initialization, resizing changing and reordering the contents of an array

and memory de-allocation using malloc (), calloc (), realloc () and free () functions. Gain experience processing command-line arguments received by C

Suggested Experiments/Activities:**Tutorial 9:** Pointers, structures and dynamic memory allocation**Lab 9:** Pointers and structures, memory dereference.

- i) Write a C program to find the sum of a 1D array using malloc()
- ii) Write a C program to find the total, average of n students using structures
- iii) Enter n students data using calloc() and display failed students list
- iv) Read student name and marks from the command line and display the student details along with the total.
- v) Write a C program to implement realloc()

WEEK 10:**Objective:** Experiment with C Structures, Unions, bit fields and self-referential structures (Singly linked lists) and nested structures**Suggested Experiments/Activities:****Tutorial 10:** Bitfields, Self-Referential Structures, Linked lists**Lab10 :** Bitfields, linked lists

Read and print a date using dd/mm/yyyy format using bit-fields and differentiate the same without using bit- fields

- i) Create and display a singly linked list using self-referential structure.
- ii) Demonstrate the differences between structures and unions using a C program.
- iii) Write a C program to shift/rotate using bitfields.
- iv) Write a C program to copy one structure variable to another structure of the same type.

UNIT V**WEEK 11:****Objective:** Explore the Functions, sub-routines, scope and extent of variables, doing some experiments by parameter passing using call by value. Basic methods of numerical integration**Suggested Experiments/Activities:****Tutorial 11:** Functions, call by value, scope and extent,**Lab 11:** Simple functions using call by value, solving differential equations using Eulers theorem.

- i) Write a C function to calculate NCR value.
- ii) Write a C function to find the length of a string.
- iii) Write a C function to transpose of a matrix.
- iv) Write a C function to demonstrate numerical integration of differential equations using Euler's method

WEEK 12:**Objective:** Explore how recursive solutions can be programmed by writing recursive functions that can be invoked from the main by programming at-least five distinct problems that have naturally recursive solutions.

Suggested Experiments/Activities:**Tutorial 12:** Recursion, the structure of recursive calls**Lab 12:** Recursive functions

- i) Write a recursive function to generate Fibonacci series.
- ii) Write a recursive function to find the lcm of two numbers.
- iii) Write a recursive function to find the factorial of a number.
- iv) Write a C Program to implement Ackermann function using recursion.
- v) Write a recursive function to find the sum of series.

WEEK 13:**Objective:** Explore the basic difference between normal and pointer variables, Arithmetic operations using pointers and passing variables to functions using pointers**Suggested Experiments/Activities:****Tutorial 13:** Call by reference, dangling pointers**Lab 13:** Simple functions using Call by reference, Dangling pointers.

- i) Write a C program to swap two numbers using call by reference.
- ii) Demonstrate Dangling pointer problem using a C program.
- iii) Write a C program to copy one string into another using pointer.
- iv) Write a C program to find no of lowercase, uppercase, digits and other characters using pointers.

WEEK14:**Objective:** To understand data files and file handling with various file I/O functions. Explore the differences between text and binary files.**Suggested Experiments/Activities:****Tutorial 14:** File handling**Lab 14:** File operations

- i) Write a C program to write and read text into a file.
- ii) Write a C program to write and read text into a binary file using fread() and fwrite()
- iii) Copy the contents of one file to another file.
- iv) Write a C program to merge two files into the third file using command-line arguments.
- v) Find no. of lines, words and characters in a file
- vi) Write a C program to print last n characters of a given file.

Textbooks:

1. Ajay Mittal, Programming in C: A practical approach, Pearson.
2. Byron Gottfried, Schaum's Outline of Programming with C, McGraw Hill

Reference Books:

1. Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, Prentice-Hall of India
2. C Programming, A Problem-Solving Approach, Forouzan, Gilberg, Prasad, CENGAGE