

# Contents

Chapter title	Chapter number
Introduction to Practicals	1
C Programs	2
Data Types – No Exercises for this chapter	3
Expressions	4
Making Decisions	5
Looping Constructs	6
Functions	7
Arrays	8
Structures	9
Pointers	10
Pointers and Functions	11
The Preprocessor	12
Pointers and Arrays	13
Pointers and Structures	14

<b>Input and Output</b>	<b>15</b>
<b>More on Data Types</b>	<b>16</b>
<b>Large Programs</b>	<b>17</b>