

Prerequisites: Computer Science

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1) UE18CS101: Introduction to Computing Using Python

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| 1. Introduction to Programming | to | <ul style="list-style-type: none">• Computational Problem Solving• Limits of Computational Problem Solving• Computer Algorithm• Computer Hardware• Digital Computer• Operating System• Limits of IC Technology• Computer Software• Syntax, Semantics and Program Translation. |
| 2. Process of Computational Solving | of | <ul style="list-style-type: none">• Introduction to Python Programming Language• Output Function• Variables• Types• Operators and Expressions• Control Structures• Lists• Dictionaries• Sets• Tuples• Strings. |
| 3. Functions | | <ul style="list-style-type: none">• Definition, Call• Positional and Keyword Parameters• Default Parameters• Variable Number of Arguments• Modules - Import Mechanisms• Functional Programming - map, filter, reduce, max, min and lambda functions, List Comprehension. |
| 4. Object-oriented Programming | | <ul style="list-style-type: none">• Classes and Objects• Inheritance• Polymorphism• Error Handling and Exceptions - try, except and raise, Exception Propagation. |
| 5. File Processing | | <ul style="list-style-type: none">• Reading and Writing Files. |

2) UE18CS151: Problem Solving with C

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| 1. Counting | <ul style="list-style-type: none">• Introduction to Programming• Salient Features of 'C'• Program Structure• Variables• Data Types• Operators and Expressions,• Control Structures,• Input/ Output Functions. |
| 2. Text Processing and String Manipulation | <ul style="list-style-type: none">• Single Character Input and Output• Arrays and Pointers• Strings, String Manipulation. |
| 3. Prioritized Scheduling | <ul style="list-style-type: none">• Functions• Structures and Unions• Dynamic Memory Management• Lists• Priority Queue. |
| 4. Sorting | <ul style="list-style-type: none">• Sorting• Combination of Structures and Arrays and Pointers• Callback, Sorting using Callback. |
| 5. Portable programming and interfaces | <ul style="list-style-type: none">• File Handling• Enums• Bit Fields• Storage Class• Qualifiers• Life and Scope• Pre-Processor Directives• Conditional Compilation, Pragmas. |