

Course Name : Introduction to Computing						
Course Code: CSEN 1201						
Contact hrs per week:	L	T	P	Total	Credit points	
	3	1	0	4	4	

Learning Objective: Introduction to the concept of computer and computation and solving of problems using C as a programming language. Coverage of C will include basic concepts, arithmetic and logic, flow control, and data handling using arrays, structures, pointers and files.

Module I: [13L]

Fundamentals of Computer

History of Computers, Generations of Computers, Classification of Computers.

Basic Anatomy of Computer System, Primary & Secondary Memory, Processing Unit, Input & Output devices. Assembly language, high level language, compiler and assembler (basic concepts).

Binary & Allied number systems (decimal, octal and hexadecimal) with signed and unsigned numbers (using 1's and 2's complement) - their representation, conversion and arithmetic operations. Packed and unpacked BCD system, ASCII. IEEE-754 floating point representation (half- 16 bit, full- 32 bit, double- 64 bit). Binary Arithmetic & logic gates. Boolean algebra – expression, simplification, Karnaugh Maps.

Basic concepts of operating systems like MS WINDOW, LINUX. How to write algorithms & draw flow charts.

Module II: [5L]

Basic Concepts of C

C Fundamentals:

The C character set identifiers and keywords, data type & sizes, variable names, declaration, statements.

Operators & Expressions:

Arithmetic operators, relational and logical operators, type, conversion, increment and decrement operators, bit wise operators, assignment operators and expressions, precedence and order of evaluation. Standard input and output, formatted output -- printf, formatted input scanf.

Module III: [8L]

Program Structures in C

Flow of Control:

Statement and blocks, if-else, switch-case, loops (while, for, do-while), break and continue, go to and labels.

Basic of functions, function prototypes, functions returning values, functions not returning values. Storage classes - auto, external, static and register variables – comparison between them. Scope, longevity and visibility of variables.

C preprocessor (macro, header files), command line arguments.

Module IV: [14L] Data Handling in C

Arrays and Pointers:

One dimensional arrays, pointers and functions – call by value and call by reference, array of arrays. Dynamic memory usage– using malloc(), calloc(), free(), realloc(). Array pointer duality.

String and character arrays; C library string functions and their use.

User defined data types and files:

Basic of structures; structures and functions; arrays of structures.

Files – text files only, modes of operation. File related functions – fopen(), fclose(), fscanf(), fprintf(), fgets(), fputs();

Text Books

1. Schaum's outline of Programming with C – Byron Gottfried
2. Teach Yourself C- Herbert Schildt
3. Programming in ANSI C – E Balagurusamy

Reference Books

1. C: The Complete Reference – Herbert Schildt
2. The C Programming Language- D.M.Ritchie, B.W. Kernighan