

COMPUTER PROGRAMMING

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(For I Semester B.E/B.Tech.)

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PREFACE

In order to understand what it means to crack the books successfully, students must develop on the foundation of technical skills and have a sound understanding of the key elements. We have written this book to provide a framework for learning these necessary skills in a way that emphasizes the uniqueness of each concept as per the Anna University curriculum. When we look at the dynamics of C programming, it is easy to see why it can be a challenging topic to teach. Experience is what students need, yet this takes time. Until they get this experience, it is up to the teacher to provide them with the conceptual foundation and introduce them to the skills necessary for understanding and implementing successful programming. This text will help them tackle teaching challenges. Our main goal in writing this text is to describe and explain computer programming concepts.

This book uses realistic examples to help students get inside what programming is really like.

In addition to the examples, we have provided algorithms so that students can see the group process unfold.

This will help students distinguish between effective programming practices. This textbook has also defined computer programming in terms of five key elements such as programming logic, algorithm application, program identity, programming goals, and obtaining output that can be used to evaluate its effectiveness. This book is the result of many years of facilitating, researching, and teaching experience in computer programming. It is important to teach our students skills that are based in research from both the field of communication and other related disciplines.

Authors

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CONTENTS

<i>Preface</i>	v
<i>Acknowledgements</i>	vii
<i>Syllabus</i>	xv

UNIT – I: INTRODUCTION

1. Introduction to Computers	1.3–1.14
1.1 Introduction	3
1.2 Basic Operations of a Computer	3
1.3 Characteristics of Computers	4
1.4 Evolution of Computers	4
1.5 Generation of Computers	6
1.6 Classification of Computers	9
1.7 Application of Computers	12
2. Basic Organization of a Computer	2.1–2.6
2.1 Components of Computer	2.1
2.2 Software	2.5
3. Number System	3.1–3.8
3.1 Introduction	3.1
3.2 Conversion from One Base to Another	3.3
4. Problem Solving Technique	4.1–4.10
4.1 Need for Logical Analysis and Thinking	4.1
4.2 Characteristics of a Good Program	4.2
4.3 Software Development Steps	4.2
4.4 Problem Solving Techniques	4.3
4.5 Program Control Structures	4.6
5. Problem Solving Examples	5.1–5.18

UNIT – II: C PROGRAMMING BASICS

6. Introduction to C	6.3–6.8
6.1 History of C	6.3
6.2 Features of C Language	6.3
6.3 Characteristics of C	6.5
6.4 Basic Structure of C Program	6.6
6.5 Executing a 'C' Program	6.7
7. Constants, Variables and Data Types	7.1–7.20
7.1 Introduction	7.1
7.2 Character Set	7.1
7.3 C Tokens	7.3
7.4 Identifiers and Keywords	7.3
7.5 Keywords	7.4
7.6 Constants	7.4
7.7 Variables	7.7
7.8 Data Types	7.8
7.9 Scope of the Variables	7.10
7.10 User Defined Type Declaration	7.12
7.11 Assigning Values To Variables	7.14
7.12 Defining Symbolic Constants	7.17
8. Operators and Expressions	8.1–8.12
8.1 Arithmetic Operators	8.1
8.2 Relational Operators	8.3
8.3 Logical Operators	8.4
8.4 Assignment Operators	8.5
8.5 Increment and Decrement Operators	8.6
8.6 Conditional Operators	8.7
8.7 Bitwise Operators	8.7
8.8 Special Operators	8.8
8.9 Operator Precedence and Associative of Operators	8.10
9. Managing Input and Output Functions	9.1–9.12
9.1 Input and Output Functions	9.1
9.2 Formatted Input Function	9.2

- 9.3 Formatted Output Function 9.4
- 9.4 Unformatted Input and Output Functions 9.9

10. Decision Making-Branching 10.1–10.10

- 10.1 Decision Making Using ‘If’ Statement 10.1
- 10.2 Decision Making Using Switch Case Statement 10.6
- 10.3 Decision Making Using Conditional Operator 10.9
- 10.4 The goto Statement 10.9

11. Decision Making and Looping 11.1

- 11.1 Introduction 11.1
- 11.2 While Loop 11.2
- 11.3 Do...While Loop 11.3
- 11.4 The For Loop 11.4
- 11.5 Nested For Loops 11.5
- 11.6 Jumping Statements 11.6

UNIT – III: ARRAYS AND STRINGS

12. Arrays 12.3–12.20

- 12.1 Introduction 12.3
- 12.2 Classification of Array 12.4
- 12.3 One Dimensional Array Declaration 12.4
- 12.4 One Dimensional Array Initialization 12.5
- 12.5 Sample Programs 12.6
- 12.6 Two-Dimensional Array 12.12
- 12.7 Two Dimensional Array Declaration 12.13
- 12.8 Two Dimensional Array Initialization 12.13
- 12.9 Programs in two Dimensional Array 12.14
- 12.10 Multidimensional Array 12.18
- 12.11 More About Arrays 12.19

13. Strings 13.1–13.16

- 13.1 Introduction 13.1
- 13.2 Difference Between String and Character 13.1
- 13.3 String Handling 13.2
- 13.4 Declaration and Initialization 13.2

- 13.5 Processing the Strings 13.6
- 13.6 String Standard Functions 13.6
- 13.7 String Operations without using Pre-defined Functions 13.13
- 13.8 Program to Sort Names in Alphabetical Order 13.15

UNIT – IV: FUNCTIONS AND POINTERS

14. Functions

14.3–14.22

- 14.1 Introduction 14.3
- 14.2 Components of User Defined Functions 14.4
- 14.3 Function Declaration 14.4
- 14.4 Definition of Functions 14.4
- 14.5 Function Usage or Function Call 14.5
- 14.6 Category of Function Prototypes 14.6
- 14.7 Parameter Passing Methods 14.10
- 14.8 Nesting of Functions 14.12
- 14.9 Recursion 14.13
- 14.10 Scope, Visibility and Life Time of a Variable in Functions 14.14
- 14.11 Passing Arrays to Functions 14.19

15. Pointers

15.1–5.22

- 15.1 Introduction 15.1
- 15.2 Concept of Pointer 15.2
- 15.3 Declaring Pointer Variable 15.4
- 15.4 Initializing Pointer Variable 15.4
- 15.5 Generic Pointers 15.5
- 15.6 Accessing a Variable Through its Pointer 15.5
- 15.7 Character Pointer 15.7
- 15.8 Pointer Expressions 15.7
- 15.9 Multiple Indirection 15.9
- 15.10 Pointers and Arrays 15.10
- 15.11 Pointer and Two Dimensional Arrays 15.13
- 15.12 Array of Pointers 15.15
- 15.13 Pointers and Functions 15.17
- 15.14 Functions Returning Pointers 15.19
- 15.15 Pointers to Function 15.20

UNIT – V: STRUCTURES AND UNIONS

16. Structures and Unions	16.3–16.20
16.1 Structures	16.3
16.2 Declaration and Initialization of Structures	16.3
16.3 Arrays of Structures	16.6
16.4 Structures within Structures	16.6
16.5 Structures and Function	16.8
16.6 Structure and Pointers	16.11
16.7 Difference between Arrays and Structures	16.13
16.8 Union	16.14
16.9 Difference between Union and Structure	16.15
16.10 Pointer to Union	16.17
17. Storage Classes and Preprocessor Directives	17.1–17.14
17.1 Storage Classes	17.1
17.2 Introduction	17.6
17.3 Conditional Compilation	17.8
17.4 Other Directives	17.10
17.5 Predefined Macros	17.11
17.6 Preprocessor Operators	17.12
17.7 Parameterized Macros	17.13
Appendix-I	1–40
Appendix-II	1–26
Solved Question Papers	1-29

SYLLABUS

COMPUTER PROGRAMMING

UNIT I: INTRODUCTION

Generation and Classification of Computers – Basic Organization of a Computer – Number System – Binary – Decimal – Conversion – Problems – Need for logical analysis and thinking – Algorithm – Pseudo code – Flow Chart.

UNIT II: C PROGRAMMING BASICS

Problems formulation – Problem Solving – Introductions to ‘C’ programming–fundamentals –structure of a ‘C’ program–compilation and linking processes–Constants, Variables–Data Types – Expressions using operators in ‘C’–Managing Input and Output operations – Decision Making and Branching – Looping statements – Solving simple scientific and statistical problems.

UNIT III: ARRAYS AND STRINGS

Arrays – Initialization – Declaration – One dimensional and Two dimensional arrays. String-String operations – Strings Arrays. Simple programs-sorting searching – matrix operations.

UNIT IV: FUNCTIONS AND POINTERS

Functions – definition of functions – Declaration of function – Pass by value – Pass by reference – Recursion – Pointers – Definition – Initialization – Pointers arithmetic – Pointers and arrays – Example Problems.

UNIT V: STRUCTURES AND UNIONS

Introduction – need for structure data type – structure definition – structure declaration – Structure within a structure – Union – Programs using structures and Unions – Storage classes, Pre-processor directives.

