Data Structures



Introduction

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Shiv Nadar University

Class Timings

SHIV NADAR — UNIVERSITY— CHENNAI

Theory:

- 1. Wednesday -8.10 am to 9.00 am
- 2. Wednesday 2.40 pm to 3.30 pm
- 3. Thursday -8.10 am to 9.00 am

Lab:

- 1. Friday 02.40 pm to 3.30 pm (Tutorial)
- 2. Tuesday 9.00 am to 11.50 am (Batch A)
- 3. Thursday 12.50 pm to 3.30 pm (Batch B)

Marks Split-up

1. Theory

- Mid Semester 30 marks
- End Semester 50 marks
- CIA/Assignment 20 marks

2. Lab

- Lab and Model Exam 50 marks
- End Semester Exams 50 marks



Prerequisites



English

Syllabus



C PROGRAMMING BASICS:

12

Introduction 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

ARRAYS AND STRINGS:

10

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

FUNCTIONS AND POINTERS:

8

Function: Definition of function - Declaration of function - Pass by value - Pass by reference - Recursion - Pointers: Definition - Initialization - Pointers arithmetic - Pointers and arrays

STRUCTURES AND UNION:

8

Introduction - need for Structure data type - Structure definition - Structure declaration - Structure within a structure - Union - Programs using Structures and Unions - Storage classes - Preprocessor directives - Simple programs: singly linked list, doubly linked list

FILE HANDLING AND ADDITIONAL FEATURES IN C:

7

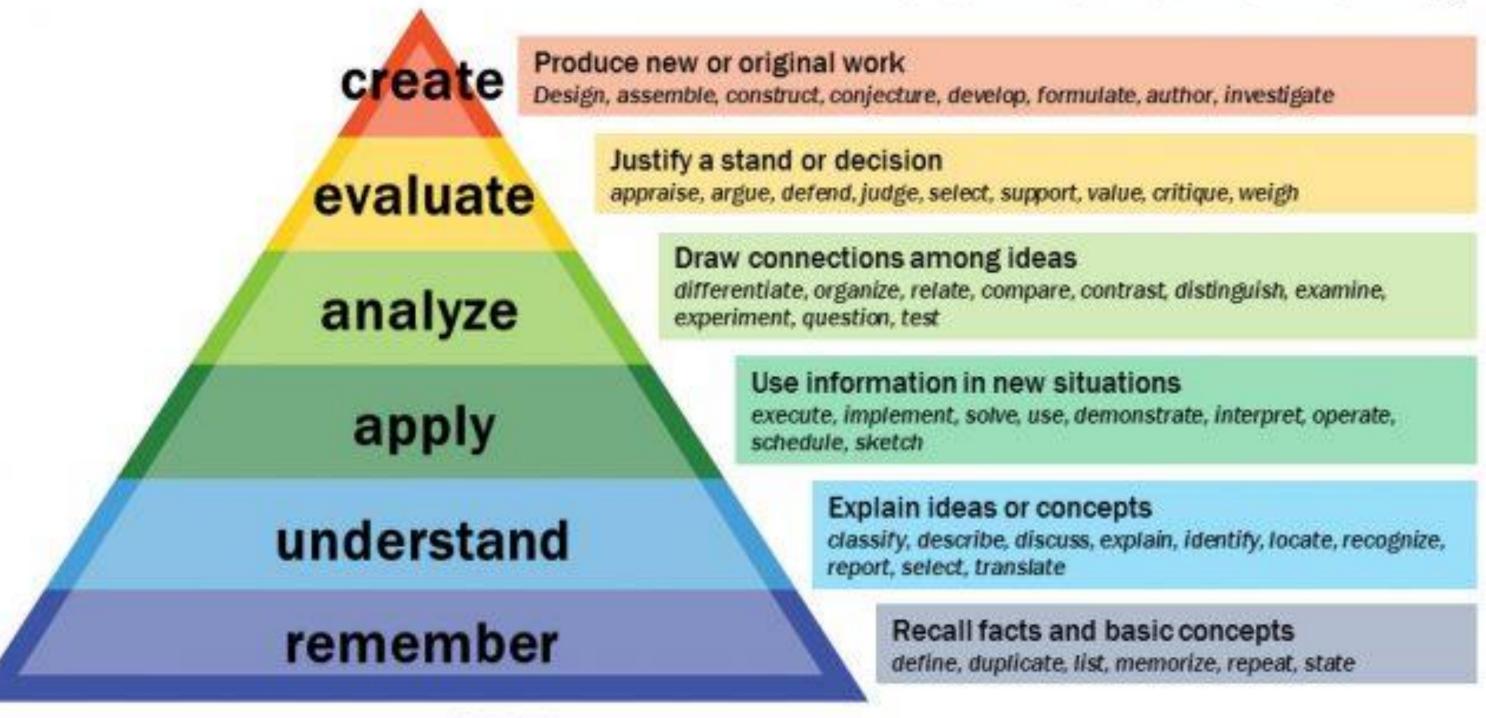
Console input output functions - disk input output functions - data files - Additional Features in C: command line arguments, bit wise operators, enumerated data types, type-casting

TOTAL PERIODS: 45

Bloom's Taxonomy



Bloom's Taxonomy









- CO1 Implement C programs from algorithms and flowcharts with error handling. K3
- CO2 Implement programming fundamentals, decision and looping statements K3
- CO3 Implement C programs with pointers, arrays, and strings K3
- $CO4-Implement\ C$ programs with structures, union, file-handling concepts, and additional features K3
- CO5 Analyze, breakdown, and solve large computational problems using functions K4

Questions?



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• What is a Computer?

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- What is a Computer?
 - Electronic device calculations



- What is a Computer?
 - Electronic device calculations
 - May include storage
 - $\circ \mathbf{Eg:5+2}$



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- Fun Fact
 - Term Coined in 17th Century



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 - Computer Occupation
 - One Who Computes



- What is a Computer?
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- Fun Fact
 - Term Coined in 17th Century
 - Computer Occupation
 - One Who Computes
 - Mathematical Operations
 - Fixed Rules + No deviation from authority

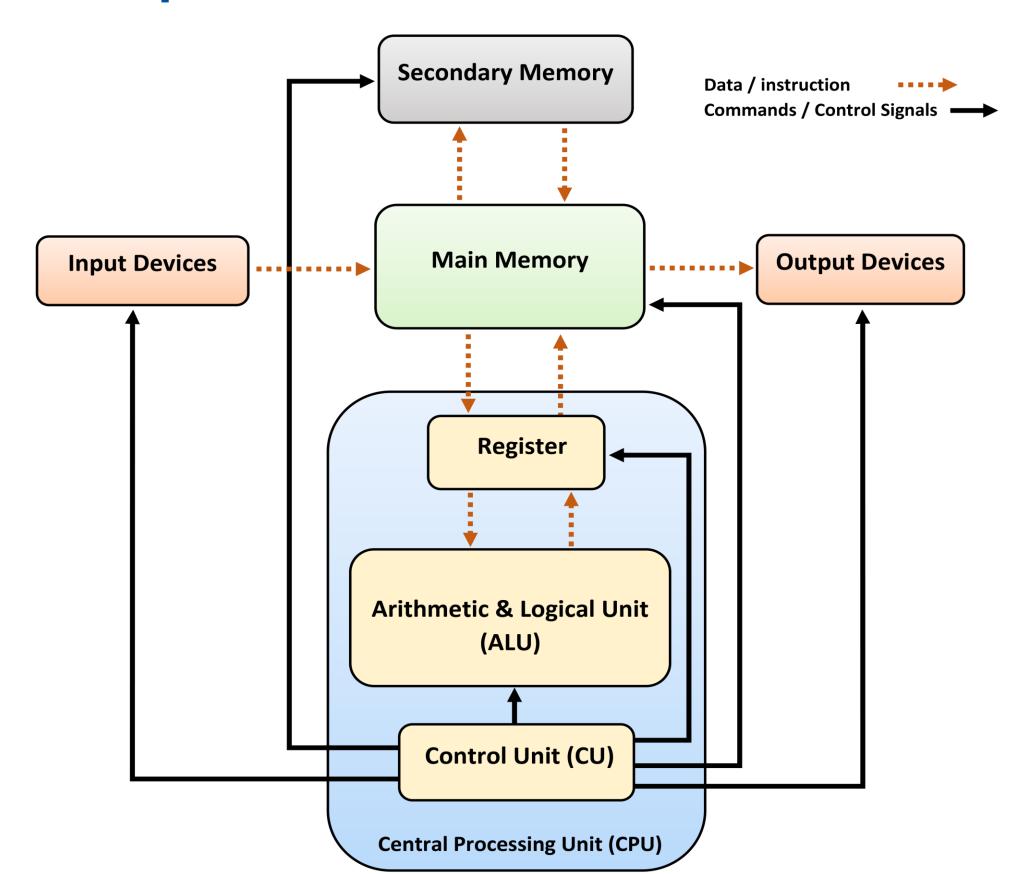




- Processor
- Memory
- Input
- Output

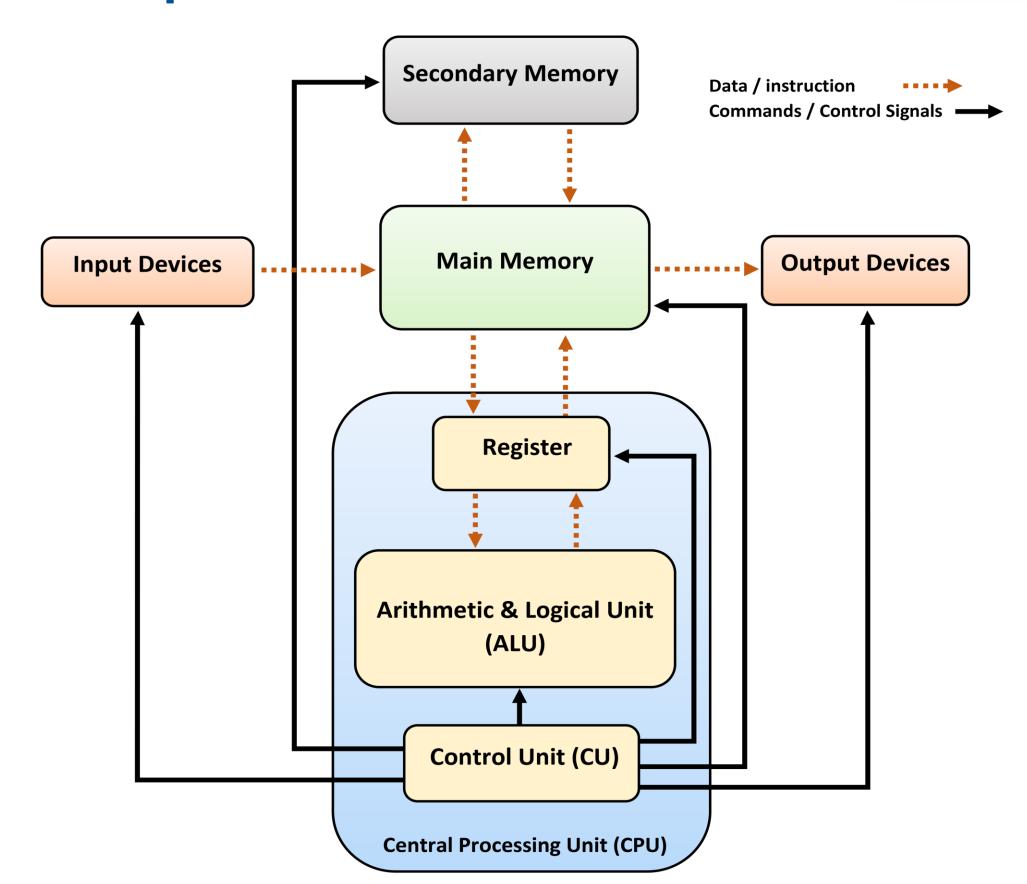


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- Input
- Output



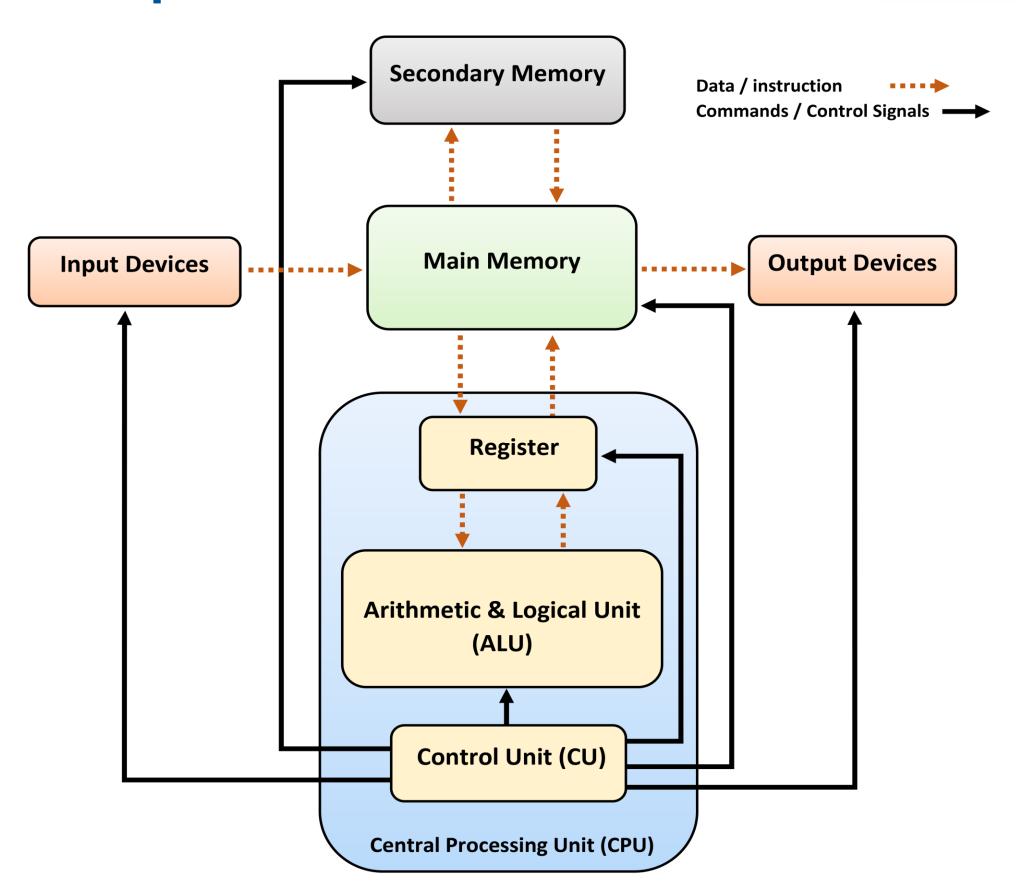


- Processor
 - o CPU, GPU, TPU
- Memory
- Input
- Output



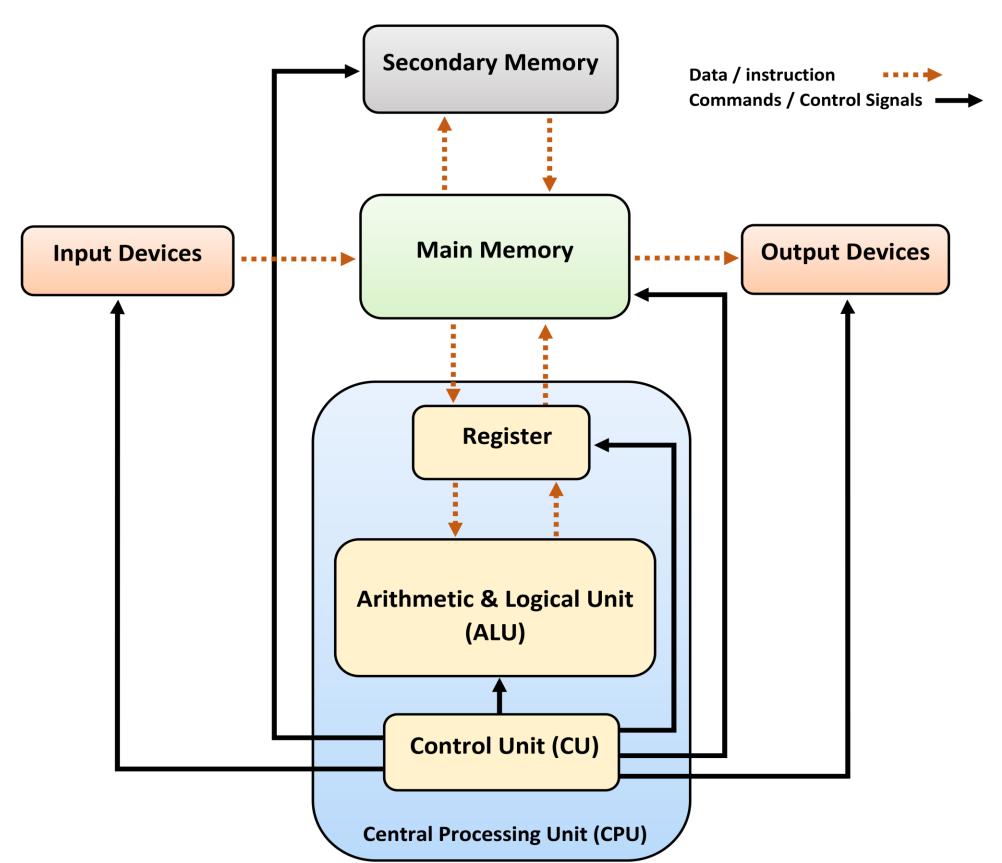


- Processor
 - o CPU, GPU, TPU
- Memory
 - o Primary
 - Secondary
- Input
- Output



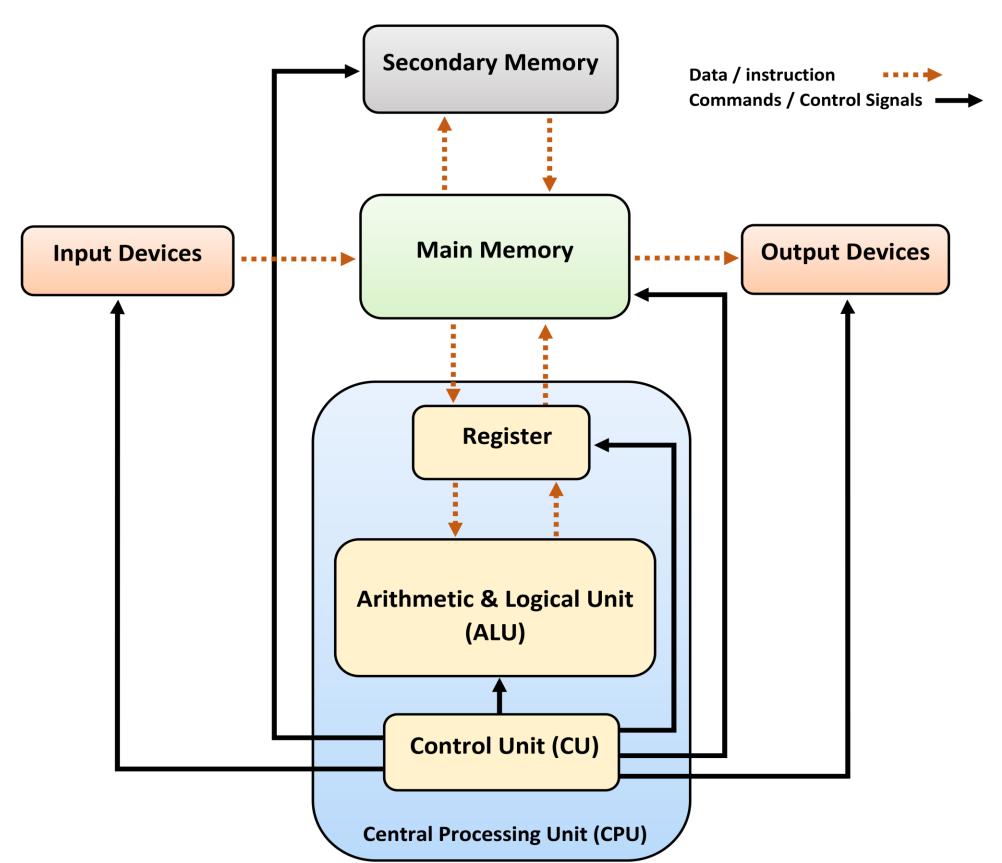


- Processor
 - o CPU, GPU, TPU
- Memory
 - o Primary
 - RAM, Register, Cache
 - Secondary
 - HDD, SSD, CD, Pen drive
- Input
- Output



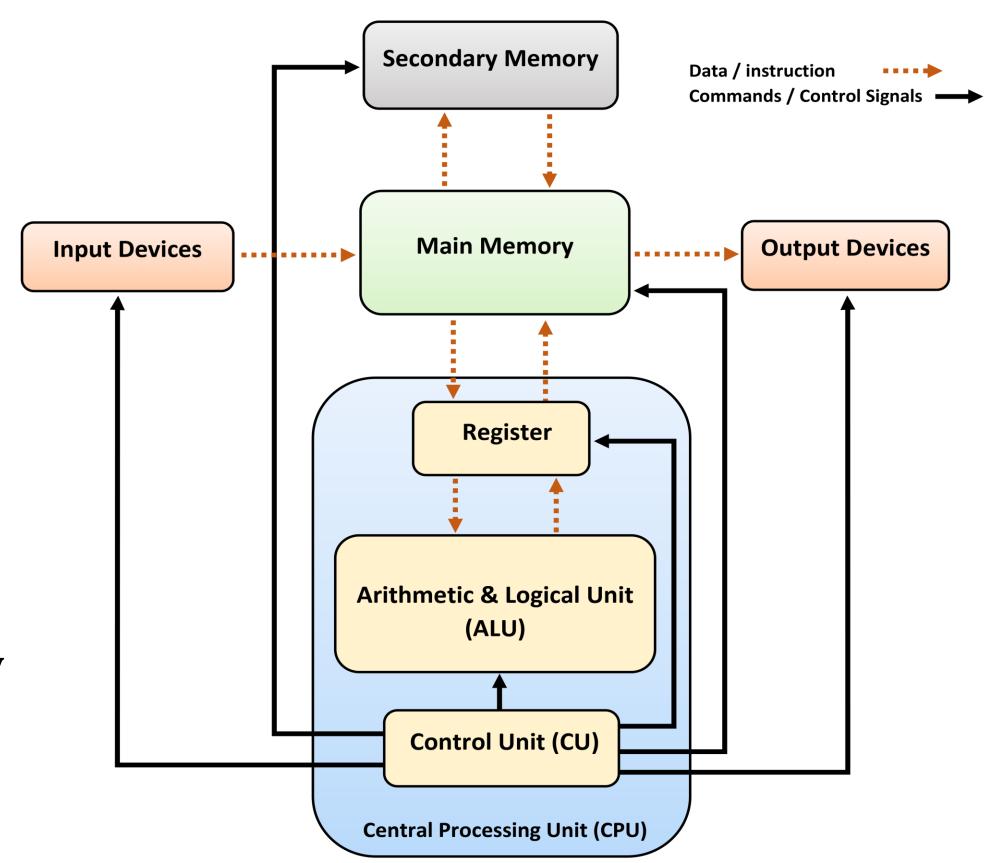


- Processor
 - o CPU, GPU, TPU
- Memory
 - o Primary
 - RAM, Register, Cache
 - Secondary
 - HDD, SSD, CD, Pen drive
- Input
- Output



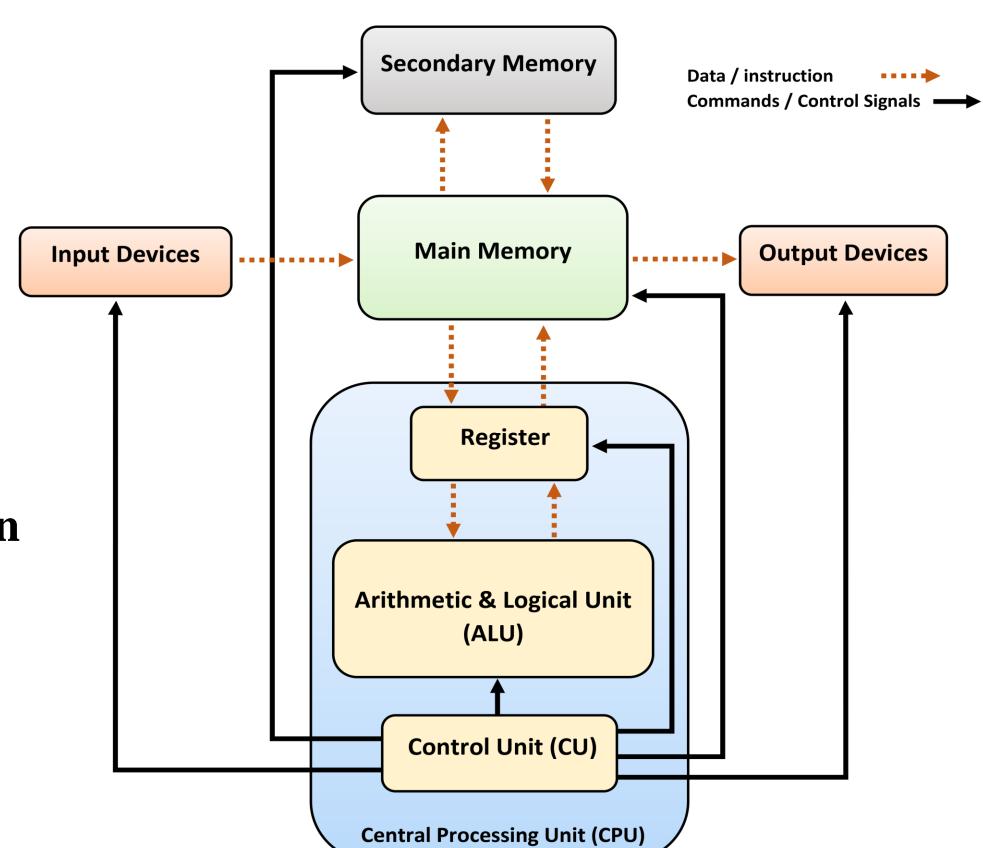


- Processor
 - o CPU, GPU, TPU
- Memory
 - o Primary
 - RAM, Register, Cache
 - Volatile, Costly, Fast
 - Secondary
 - HDD, SSD, CD, Pen drive
 - Non-Volatile, Cheap, Slow
- Input
- Output



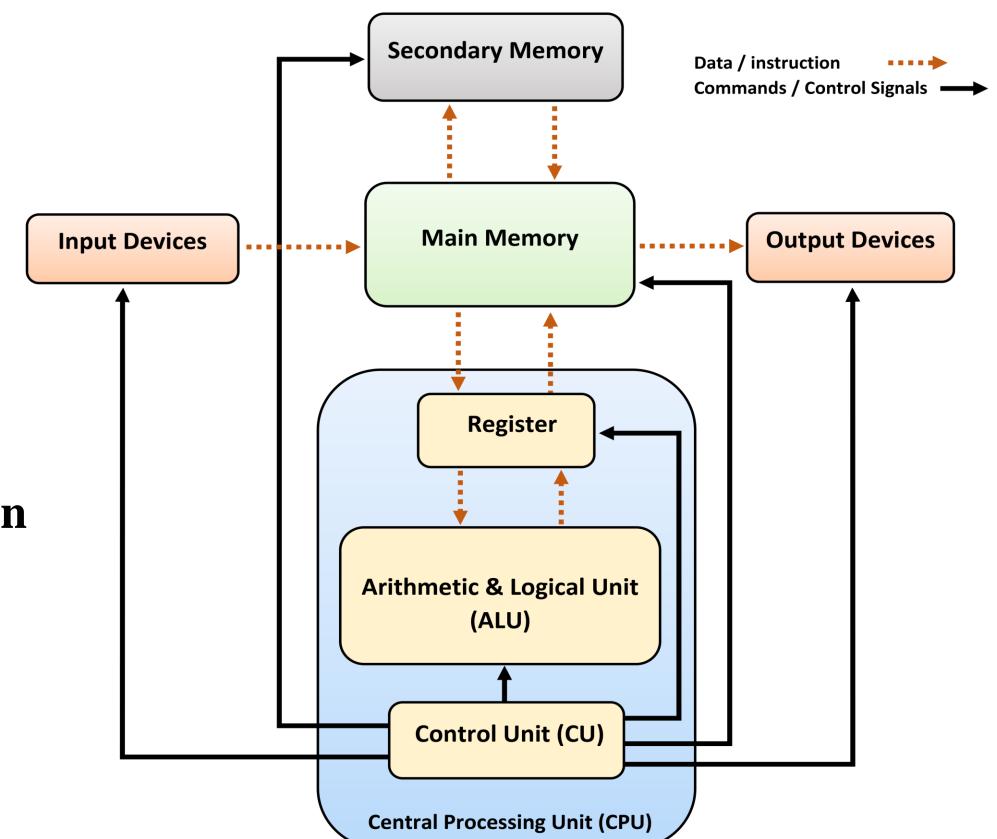


- Processor
 - o CPU, GPU, TPU
- Memory
 - o Primary
 - Secondary
- Input
 - o Mouse, Scanner, Touchscreen
- Output





- Processor
 - o CPU, GPU, TPU
- Memory
 - o Primary
 - Secondary
- Input
 - o Mouse, Scanner, Touchscreen
- Output
 - Monitor, Printer, Speaker



Loading



Loading



Moving data/instruction from secondary memory to primary memory

Loading

- SHIV NADAR
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- Moving data/instruction from secondary memory to primary memory
- Demonstrate loading Task manager

Questions?



Today's Course Outcomes



- CO1 Implement C programs from algorithms and flowcharts with error handling. K3
- CO2 Implement programming fundamentals, decision and looping statements K3
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Summary

- Class Timings
- Mark Split-Up
- Pre-requisites
- Syllabus
- Bloom's Taxonomy
- Course Outcomes
- Fundamentals
- General Parts of a Computer
- Today's Course Outcome



References



• Kernighan, B.W and Ritchie, D. M, "The C Programming language", 2nd edition, Pearson Education, 2006

THANK YOU

