Problem Solving using Computers (CMP502)

Yashwantrao Chavan Maharashtra Open University

Course Title: Problem Solving using Computers

Course No: CMP501

Course Details:

Unit 1. Introduction to Computer:

<u>Computer Fundamentals</u>: Introduction to Computers: Characteristics of Computers, Uses of computers, Types and generations of Computers.

<u>Basic Computer Organization</u>: Units of a computer, CPU, ALU, memory hierarchy, registers, I/O devices.

Unit 2. Techniques of Problem Solving:

Concept of problem solving, Problem definition, Program design Flowcharting, decision table, algorithms, Structured programming concepts

Unit 3. Planning the Computer Program:

Programming methodologies viz. top-down and bottom-up programming Debugging, Types of errors in programming, Documentation

Unit 4. Introduction to C:

History of C.

C Basics:

- i) C character set, tokens, constants, variables, keywords, identifiers
- ii) C operators- arithmetic, logical, assignment, relational, increment and decrement, conditional, bit wise, special, operator precedence, C expressions data types.

Problem solving techniques: flowchart and algorithm.

Formatted input, formatted output instructions.

Unit 5 Decision Making and looping:

Decision making and branching if-statement – if, ifelse, else-if ladder, nested if else, switch case statement, break statement

Decision making and looping - while, do, do- while statement, for loop, continue statement

Unit 6. Arrays and Strings:

Arrays Declaration and initialization of one dimensional, two Dimensional and character arrays, accessing array elements.

Declaration and initialization of string variables, string handling functions from standard library – strlen(), strcpy(), strcat(), strcmp()

Unit 7. Functions and Pointers:

Need of functions, scope and lifetime of variables, defining functions, function call, call by value, call by reference, return values, storage classes. category of function - No argument No return value, No argument with return value, argument with return value, recursion, command line Arguments.

Understanding pointers, declaring pointer variable, initialization of pointer variable, accessing address of a variable, pointer expressions, Pointers arithmetic.

Unit 8. Structures and Unions:

<u>Structure:</u> Defining structure, declaring and accessing structure members, initialization of structure, arrays of structure, Difference between array and structure. <u>Union:</u> Defining Union, declaring and accessing union members, Difference between structure and union