

SYLLABUS FOR C & C++

Programming in 'C'

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- 1.1 Types of Languages
- 1.2 Evolution of 'C' Language
- 1.3 Structure of a 'C' Program
- 1.4 'C' Program development life cycle
- 1.5 Executing and Debugging a 'C' Program

CHAPTER – 2 'C' Tokens

- 2.1 Keywords and Identifiers
 - 2.2 Operators
 - 2.3 Constants
 - 2.4 Variables
 - 2.5 Data Types
 - 2.6 Precedence of Operators
 - 2.7 Scope and Lifetime of Variables
- ### CHAPTER – 3 Control Statement and Expressions

- 3.1 Decision Making using if statement
- 3.2 Types of if ...else block
- 3.3 Switch case Block
- 3.4 Arithmetic Expressions
- 3.5 Evaluation of Expressions
- 3.6 GOTO statement

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- 4.1 Concept of Loop
- 4.2 For loop
- 4.3 While loop
- 4.4 4.5 4.6 Do while loop Jumping in Loop break and continue statement

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- 5.1 Introduction of Array
- 5.2 One - D Array
- 5.3 Two - D Array
- 5.4 Multidimensional Array
- 5.5 Dynamic Arrays
- 5.6 Implementing String Variables
- 5.7 String handling Functions

CHAPTER – 6 Functions

- 6.1 Concept of Function
- 6.2 User defined Function
- 6.3 System Defined Function
- 6.4 Types of parameter passing in function

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- 7.1 Need of Pointers
- 7.2 Types of Pointers
- 7.3 Pointer Expression
- 7.4 Arrays of Pointers
- 7.5 Pointers and Functions

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- 8.1 Need of Structure
- 8.2 Implementing Structure Variable
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- 8.4 Structure within Structure
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11.2 Types of Storage Classes

11.3 Introduction of Pre-processor

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Programming in 'C++'

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12.2 Features of OOP

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13.2 Operators

13.3 Constants

13.4 Variables (Only Coding)

13.5 Data Types

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13.7 Scope and Lifetime of Variables

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- 14.3 Array of objects
- 14.4 Managing console I/O
- 14.5 'C++' stream classes
- 14.6 Formatted and unformatted console I/O
- 14.7 Usage of manipulators

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- 15.1 Call by reference, Return by reference
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