

SYLLABUS FOR C & C++

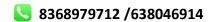
Programming in 'C'

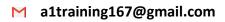
CHAPTER - 1 Introduction of Programming Languages

- 1.1 Types of Languages
- 1.2 Evolution of 'C' Language
- 1.3 Structure of a 'C' Program
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CHAPTER - 2 'C' Tokens

- 2.1 Keywords and Identifiers
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- 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
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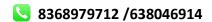
CHAPTER – 4 Looping

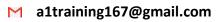
- 4.1 Concept of Loop
- 4.2 For loop
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- 4.4 4.5 4.6 Do while loop Jumping in Loop break and continue statement

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CHAPTER – 5 Arrays and String

- 5.1 Introduction of Array
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- 5.3 Two D Array
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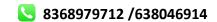
- 6.1 Concept of Function
- 6.2 User defined Function
- 6.3 System Defined Function
- 6.4 Types of parameter passing in function

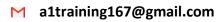
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- 7.2 Types of Pointers
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- 7.5 Pointers and Functions y Coding)

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- 9.2 Input / Output operations on File
- 9.3 Random Access to Files
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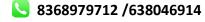
CHAPTER - 10 Dynamic Memory Allocation

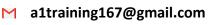
- 10.1 Concept of Dynamic Allocation
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- 11.1 Introduction of Storage Class
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Programming in 'C++'









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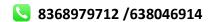
- 12.1 Concept of OOP
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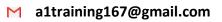
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- 14.3 Array of objects
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- 14.6 Formatted and unformatted console I/O
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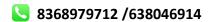
arguments

- 15.3 Inline function
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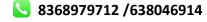
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