SIG FOUNDATION

1. Data types, input output statements, comments

2. Operators: arithmetic, logical, relational; Control Statements: if, else, switch etc.

3. Introduction to loops, types, pattern printing, recursion and functions.

4. Storage classes, Introduction to arrays: 2d , 3d.

5. Strings, functions, library functions

6. Structures, union, differences between the two

7. Pointers, questions based on array pointers, files, enum, typedef

8. Dynamic memory allocation, preprocessor.

9. Command line arguments, programs based on them, command prompt

10. Application of C programming example, building a clock or game etc

11. Data structures: stack, linked lists, sorting algorithms.