C Programming – Important Questions (Unit 1 to 5)

UNIT 1 – Fundamentals of Computers & Problem Solving in C
2/3 Marks: Computer definition, History of computers, Generations, Classification, Anatomy of computer, Memory management, Types of software, Operating system, Programming languages, Translator programs.

5/10 Marks: Generations of computers, Anatomy of computer system, Input & Output devices, Types of software, Problem solving techniques, Overview of C.

UNIT 2 – Overview of C
2/3 Marks: C language, Character set, Tokens, Keywords, Identifiers, Constants, Variables, Data types, Type conversion, Symbolic constants.

5/10 Marks: C tokens, Operators in C, Operator precedence, Arithmetic expressions, Formatted input & output, Character input/output.

UNIT 3 – Decision Making, Looping & Arrays
2/3 Marks: if, if-else, else-if ladder, switch, ?: operator, goto, loops, arrays, strings.

5/10 Marks: if-else statements, switch statement, loops, jumps in loops, arrays, strings.

UNIT 4 – User Defined Functions, Structures & Unions
2/3 Marks: Functions, recursion, scope of variables, structures, unions.

5/10 Marks: User defined functions, types of functions, recursion, passing arrays & strings, scope & lifetime, structures & unions.

UNIT 5 – Pointers & File Management
2/3 Marks: Pointers, declaration, chain of pointers, pointers & arrays, pointers & strings, file management.

5/10 Marks: Pointers in C, pointers & arrays, pointers as arguments, pointers & structures, file management in C.