

PSUC - Problem Solving Using Computers

27/01/2025 - Lecture 1

Exam Question patter and important highlights

- Algorithm / Flowchart (4 Marks question) in MT or ET (fixed)
- Linux commands (Only assignment not in MT or ET)
- 3rd lab is main lab, 6M ET question both in MT and ET (Formula based C Programs)
- If statement (6M question in ET and MT)
- Lab 4 + Lab 5 = Marks (Both are similar)
- Loops 6Marks question (6 Marks -> 1question in ET)
- Lab 6 and Lab 7 are similar
- 1D and 2D array -> 10 Marks question (80% chance from 2D, if question comes from 2D the it will be of 10 Marks)
- Strings or its application -> 6 Marks question
- Functions -> 10 Marks questions
- Pointers -> 10 Marks (not in MT only in ET, 10 Marks question confirmed)
- Structure -> 10 Marks (99% Chances), 2D and Structures are mutually exclusive either of them comes
- Mastering C language book is best for C/C++/ Game Designing, starting 10 chapters are of C -> DSA -> Gaming

30/01/2025 - Lecture 2

- Assembly language code gets converted to machine language code using assembler
- C language code for Hello World, it is known as a high level language because they use English like syntax
 - This code is in C, which is a high level language, for computer to understand it we must convert it to machine code
 - The compiler compiles this C code to machine code
- C is not used for web designing and for software programming

```
#include<stdio.h>
```

```
int main() {  
printf("Hello World\n");  
return 0;
```

