

**R22 B.Tech Syllabus**  
**Programming For Problem Solving**

**B.Tech. I SEM**

<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
<b>3</b>	<b>1</b>	<b>0</b>	<b>4</b>

**Course Objectives:**

- To learn the fundamentals of computers.
- To understand the various steps in program development.
- To learn the syntax and semantics of C programming language.
- To learn the usage of structured programming approach in solving problems.

**Course Outcomes: The student will learn**

- To write algorithms and to draw flowcharts for solving problems.
- To convert the algorithms/flowcharts to C programs.
- To code and test a given logic in C programming language.
- To decompose a problem into functions and to develop modular reusable code.
- To use arrays, pointers, strings and structures to write C programs.
- Searching and sorting problems.

**UNIT - 1: Introduction to Programming**

**10L**

Introduction to components of a computer system: disks, primary and secondary memory, processor, operating system, types of computer languages, compilers, creating, compiling and executing a program etc., Introduction to Algorithms: steps to solve logical and numerical problems. Representation of Algorithm, Flowchart with examples.

Introduction to C Programming Language: History, Basic Structure of a C program, variables (with data types and space requirements), Syntax and Logical Errors in compilation, object and executable code, Operators, expressions and precedence, Expression evaluation, type conversion, Bitwise operations: Bitwise AND, OR, XOR and NOT operators.

I/O: Simple input and output with scanf and printf.

**UNIT - II: Loops ,Arrays, Strings, Structures (12L)**

Conditional Branching and Loops: Writing and evaluation of conditionals and consequent branching with if, if-else, switch-case, ternary operator, goto, Iteration with for, while, do- while loops

Arrays: one and two dimensional arrays, creating, accessing and manipulating elements of arrays

Strings: Introduction to strings, handling strings as array of characters, basic string handling functions available in C .

Structures: Defining structures, initializing structures, Nested structures, Array of structures

Unions: Defining Unions,initializing unions,basic program on union.

Enumeration data type.

### **UNIT - III: Pointers , Pre processor and File handling in C**

Pointers: Idea of pointers, Defining pointers, Pointers to Arrays and Structures, Use of Pointers in self-referential structures, usage of self referential structures in linked list (no implementation).

Pre processor: Commonly used Pre processor commands like include, define, undef, if, ifdef, ifndef

Files: Text and Binary files, Creating and Reading and writing text and binary files, Appending data to existing files , Random access using fseek, ftell and rewind functions.

#### **UNIT - IV: Function and Dynamic Memory Allocation(12L)**

**Functions:** Designing structured programs, Declaring a function, Signature of a function, Parameters and return type of a function, categories of functions, passing parameters to functions, call by value, Passing arrays to functions, idea of call by reference, Some C standard functions and libraries

Recursion: Simple programs, such as Finding Factorial, Fibonacci series etc., Limitations of Recursive functions, Storage classes (auto, extern, static and register), The main method and command line arguments.

Dynamic memory allocation: Allocating and freeing memory, Allocating memory for arrays of different data types

#### **UNIT - V: Introduction to Algorithms:(8L)**

Basic searching in an array of elements (linear and binary search techniques), Basic algorithms to sort array of elements (Bubble, Insertion and Selection sort algorithms).

#### **TEXT BOOKS:**

1. Byron Gottfried, Schaum's Outline of Programming with C, McGraw-Hill
2. B.A. Forouzan and R.F. Gilberg C Programming and Data Structures, Cengage Learning, (3rd Edition)

#### **REFERENCE BOOKS:**

1. Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, Prentice Hall of India
2. R.G. Dromey, How to solve it by Computer, Pearson (16th Impression)
3. Programming in C, Stephen G. Kochan, Fourth Edition, Pearson Education.
4. Herbert Schildt, C: The Complete Reference, Mc Graw Hill, 4th Edition