PROGRAMMING FOR PROBLEM SOLVING

I Semester: AE / ME | II Semester: CSE / IT / ECE / EEE

Course Code	Category	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIA	SEE	Total
ACSB01	Foundation	3	-	-	3	30	70	100
Contact Classes: 45	**Tutorial Classes: Nil**	**Practical Classes: Nil**				**Total Classes: 45**		

I. COURSE OVERVIEW:

The course emphasis on the problem-solving aspects in using C programming. It is the fundamental course and is interdisciplinary in nature for all engineering applications. The students will understand programming language, programming, concepts of loops, reading a set of data, step wise refinements, functions, control structures, arrays, dynamic memory allocations, enumerated data types, structures, unions, and file handling. This course provides adequate knowledge to solve problems in their respective domains

II. OBJECTIVES:

The course should enable the students to:
 I.   Learn adequate knowledge by problem solving techniques.
 II.   Understand programming skills using the fundamentals and basics of C Language.
 III.   Improve problem solving skills using arrays, strings, and functions.
 IV.   Understand the dynamics of memory by pointers.
          Study files creation process with access permissions.

III. COURSE OUTCOMES:

COs	Course Outcome
CO 1	Describe the concept of computer system, analyze a given problem, develop an algorithm, fundamental programming constructs, identify data representation formats, describe operators and their precedence, associativity.
CO 2	Understand branching and loop statements.
CO 3	Describe the concept of homogeneous derives data types, strings and functions.
CO 4	Understand pointers and heterogeneous data types.
CO 5	Describe the concept of file system.

IV. SYLLABUS:

MODULE - I	INTRODUCTION	Classes: 10

Introduction to Programming: Computer system, components of a computer system, computing environments, computer languages, creating and running programs, algorithms, flowcharts; Introduction to C language: Computer languages, History of C, basic structure of C programs, process of compiling and running a C program, C tokens, keywords, identifiers, constants, strings, special symbols, variables, data types; Operators and expressions.

MODULE - II	CONTROL STRUCTURES	Classes: 08

Conditional Control structures: Decision statements; Simple if, if-else, else if ladder, Nested if and Case Statement-switch statement; Loop control statements: while, for and do while loops. jump statements, break, continue, goto statements

MODULE - III	ARRAYS AND FUNCTIONS	Classes: 10

Arrays: Concepts, one dimensional arrays, declaration and initialization of one dimensional arrays, two dimensional arrays, initialization and accessing, multi-dimensional arrays; Strings: Arrays of characters, variable length character strings, inputting character strings, character library functions, string handling functions.

Functions: Need for user defined functions, function declaration, function prototype, category of functions, inter function communication, function calls, parameter passing mechanisms, recursion, passing arrays to functions, passing strings to functions, storage classes, preprocessor directive

MODULE - IV	STRUCTURES, UNIONS AND POINTERS	Classes: 09

Structures and unions: Structure definition, initialization, accessing structures, nested structures, arrays of structures, structures and functions, passing structures through pointers, self-referential structures, unions, bit fields, typedef, enumerations; Pointers: Pointer basics, pointer arithmetic, pointers to pointers, generic pointers, array of pointers, pointers and arrays, pointers as functions arguments, functions returning pointers. Dynamic memory allocation: Basic concepts, library functions

MODULE - V	FILE HANDLING AND BASICALGORITHMS	Classes: 08

Files: Streams, basic file operations, file types, file opening modes, input and output operations with files, special functions for working with files, file positioning functions, command line arguments. Searching, basic sorting algorithms (bubble, insertion, selection), algorithm complexity through example programs (no formal definitions required).

V. Text Books:

1. Byron Gottfried, "Programming with C", Schaum's Outlines Series, McGraw Hill Education, 3rd Edition, 2017.
2. E. Balagurusamy, "Programming in ANSI C", McGraw Hill Education, 6th Edition, 2012
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VI. Reference Books:

1. W. Kernighan Brian, Dennis M. Ritchie, "The C Programming Language", PHI Learning, 2nd Edition, 1988.
2. YashavantKanetkar, "Exploring C", BPB Publishers, 2nd Edition, 2003.
3. Schildt Herbert, "C: The Complete Reference", Tata McGraw Hill Education, 4th Edition, 2014.
4. R. S. Bichkar, "Programming with C", Universities Press, 2nd Edition, 2012.
5. Dey Pradeep, Manas Ghosh, "Computer Fundamentals and Programming in C", Oxford University Press, 2nd Edition, 2006.
6. Stephen G. Kochan, "Programming in C", Addison-Wesley Professional, 4th Edition, 2014.

VII. Web References:

1. https://www.bfoit.org/itp/Programming.html
2. https://www.khanacademy.org/computing/computer-programming
3. https://www.edx.org/course/programming-basics-iitbombayx-cs101-1x-0
4. https://www.edx.org/course/introduction-computer-science-harvardx-cs50x

VIII. E-Text Books:

1. http://www.freebookcentre.net/Language/Free-C-Programming-Books-Download.htm
2. http://www.imada.sdu.dk/~svalle/courses/dm14-2005/mirror/c/
3. http://www.enggnotebook.weebly.com/uploads/2/2/7/1/22718186/ge6151-notes.pdf

IX. MOOC Course

1. https://www.alison.com/courses/Introduction-to-Programming-in-c
2. http://www.ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-s096-effective-programming-in-c-and-c-january-iap-2014/index.htm