

Course Objective:

- To learn basic concepts of procedural programming
- To study and understand various features of C language and
- To apply the programming concepts to develop real world applications

BSM 304 P Programming and Problem Solving through C Language Lab										
Teaching Scheme					Examination Scheme					
L	T	P	C	Hrs/Wk	Theory			Practical		Total
					MS	ES	IA	LW	LE/VIVA	Marks
-	-	2	1	2	--	--	--	50	50	100
<p>Students will be able learn and implement the following:</p> <ol style="list-style-type: none"> 1. Structure of C program, constant, variables 2. Construction of looping and branching (if-else, for, while, do-while, case, conditional operator, break, continue, goto, etc.); 3. Creating functions 4. Implementation procedure of functions and parameter passing (by value and reference), returning results, calling 5. Application of dynamic memory allocation 6. Concept of pointer and implementing them in programs 7. Learn file operations 										
<p>Texts and References</p> <ol style="list-style-type: none"> 1. Programming in ANSI C by E Balagurusamy, MGH publisher 2. Programming in C ANSI Standard, Yashwant Kanetkar, BPB Publisher 3. Programming with C by Gottfried, MGH Publisher 4. Pointers in C by Yashwant Kanetkar, BPB Publisher 										

Course Outcome:

At the end of this subject, students should be able to:

- Understand basic concept of Procedural programming
- Understand the features of C languages
- Write applications to solve real world problems using C language