

Deccansoft Software Services

(A Microsoft Learning Partner)

C Syllabus

General Discussions

- ❖ What is Platform?
- ❖ What is an Application?
- ❖ What is Compiler / Assembler / Interpreter?
- ❖ Is "C" platform independent or dependent and why?

Module 1:-- Introduction and First Program

In this module you will learn about why programming, types of programming and understanding the c language

- ❖ Why Programming
- ❖ Types of Programming
- ❖ Introduction to C
- ❖ Benefits of C
- ❖ Some Facts about C
- ❖ Understanding First C Program
- ❖ Executing using IDE

Module 2:-- Variables and Data Types

In this module you learn about Variables Declaration and importance of data types.

- ❖ 'C' Tokens
- ❖ Identifiers
- ❖ Keywords
- ❖ Data Types
- ❖ Variables
- ❖ Constants

Module 3:-- Console IO Operations

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In this module you learn what is printf(),scanf() functions and some unformatted functions

- ❖ printf function
- ❖ scanf function
- ❖ Unformatted Functions

Module 4:-- Operators and Expressions

In this module you learn about how to use the Expressions and types of operator, how to converted the one data type to another data type (Type casting).

- ❖ Expressions
- ❖ Types of Operators
- ❖ Type Casting

Module 5:-- Control Flow Statements

In this module you learn about what is control statements and how to use in Application

- ❖ Decision Making in C
- ❖ If Statement
- ❖ Switch Statement
- ❖ Unconditional Branching
- ❖ While Loop
- ❖ Do...While Loop
- ❖ For Loop
- ❖ Break and continue statements

Module 6:-- Working with Functions

In this module learn about what is the function and how to declare, implementation, calling function and working with storage class and recursion.

- ❖ What is a Function
- ❖ Benefits of a Function
- ❖ Function Terminology
- ❖ Array of Structures
- ❖ How does Function Works
- ❖ Scope and Lifetime of Variables in function

- ❖ Storage Classes of Variables
- ❖ Call by value and call by reference
- ❖ Recursion

Module 7:-- Working with Arrays

In this module you learn about what is array and what are the drawbacks, types of arrays, How to implement function by using arrays

- ❖ Understanding Arrays
- ❖ Arrays Declaration and Initialization
- ❖ Sample Programs
- ❖ Multidimensional Arrays.
- ❖ Arrays and Functions

Module 8:-- String Handling

In this module you will learn about how to declare the string, reading and writing the string and what are the standard string library functions

- ❖ Declaration and Initialization
- ❖ Reading and Writing Strings
- ❖ Standard string library functions
- ❖ Array of pointers to string

Module 9:-- Pointers

In this module you will learn about completely pointers concept and memory allocation

- ❖ Understanding Pointers
- ❖ Declaring and Initializing Pointers
- ❖ Function and Pointer Parameters
- ❖ Pointer Arithmetic
- ❖ Pointer and Arrays
- ❖ Two Dimensional Arrays and Pointers
- ❖ void Pointer
- ❖ Dynamic allocation of memory
- ❖ Difference between malloc and calloc

Module 10:-- Structure and Unions

This module you will learn about what is Structure how we can use in real time and advantages of Structure

- ❖ Overview of Structures
- ❖ Defining and Using a Structure
- ❖ Structures within a Structure
- ❖ typedef keyword
- ❖ Passing Structures to Functions
- ❖ Structure and Pointers
- ❖ Unions

Module 11:-- File Handling

In this module we will learn about how to handle the files

- ❖ What is a Stream
- ❖ Opening and Closing of Files
- ❖ Writing and Reading in Text Format
- ❖ Writing and Reading in Binary Format

Module 12:-- Pre-Processor Directives

In this module you will learn about pre-processor directives and how working with macro, some predefined macros

- ❖ Pre-Processor Directives
- ❖ #define Macro
- ❖ Conditional Compilation
- ❖ Pre-defined Macros
- ❖ #include and Header Files

Module 13:-- Command Line Arguments and Variable Number of Arguments

In this module you will learn about what is command line argument how to pass the value

- ❖ Command Line Arguments
- ❖ Variable Arguments

