

# C Language Course Curriculum

## INTRODUCTION TO C LANGUAGE

- Features of CFree Preview
- HistoryFree Preview
- Structure of C Program
- Keyword, Identifiers and Constants

## DATA TYPES

- Primitive Data TypesFree Preview
- Aggregated Data TypesFree Preview

## OPERATORS

- Binary Operators
- Unary Operators
- Ternary Operators
- Special Operators
- Order of Evaluation
- SELECTIONS
- Simple if
- if..else
- Nested if
- if..else ladder
- Goto Statement
- Break and Continue Statement
- Switch..Case Statement

## ITERATION

- While
- For
- Do..While
- Nested loop Statements
- ARRAYS
- Introduction To Arrays
- Need for Arrays
- Types Of Arrays
- One Dimensional Arrays
- Two Dimensional Arrays
- Multi Dimensional Arrays

## **STRING MANIPULATION**

- Declaring String
- Initializing String
- String Functions
- String Formatted Specifiers
- Multiple Strings
- FUNCTIONS
- Introduction to Functions
- Need for Functions
- Classification of Functions
- Function Prototype
- Defining Function
- Calling Function
- Function with Arrays
- Function with Strings
- Recursive Functions

## **STORAGE CLASS SPECIFIERS**

- Automatic
- Extern
- Static
- Register
- STRUCTURES, UNIONS, ENUM
- Introduction to Structures
- Declaring a Structure
- Introduction to Structures
- Structures with Arrays
- Structures with Function
- Nested Structures
- Introduction to Union
- Declaring Union
- Difference between Structures and Unions
- Enumerations
- Typedef

## **POINTERS**

- Introduction to Memory
- Introduction to Pointers
- Operations on Pointers
- Pointer to Pointer
- Pointer to Array

- Array to Pointers
- Void pointers
- Call by Value and Call by Reference
- Passing Pointers to Functions
- Functions returning Pointers
- Pointer to Functions
- Pointers with Structures
- Dynamic Functions Call with Function Pointer

### **DYNAMIC MEMORY ALLOCATION**

- Allocation (Malloc, Calloc and Realloc)
- De – Allocation (Free)
- FILES
- Introduction
- File Input, Output Operations
- Sequential Files
- Random Access Files
- Command Line Arguments
- Database vs File System
- Handling Errors

### **GRAPHICS**

- Introduction to Graphics
- Initializing Graphics
- Graphic Drivers and Modes
- Graphic Functions

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