MARRI LAXMAN REDDY
INSTITUTE OF TECHNOLOGY AND MANAGEMENT
(AN AUTONOMOUS INSTITUTION)
(Approved by AICTE, New Delhi & Affiliated to JNTUH, Hyderabad)
Accredited by NAAC with 'A' Grade & Recognized Under Section 2(f) & 12(B) of the UGC act,1956

EMPOWERING THROUGH INNOVATIONS
MLRS

COURSE CONTENT

PROGRAMMING FOR PROBLEM SOLVING

I Semester: CE / CSD / CSE / CSM / ECE / EEE / ME

Course Code	Category	Hours / Week			Credits	Maximum Marks		
2510501	Foundation	L	T	P	C	CIA	SEE	Total
		3	0	0	3	40	60	100
Contact Classes: 45	Tutorial Classes: Nil	Practical Classes: Nil				Total Classes: 45		
Prerequisites: There are no prerequisites to take this course.								

Course Overview:

This course provides a comprehensive foundation in C programming, focusing on problem-solving, structured program design, and efficient implementation of algorithms. Students will develop logical thinking skills and gain hands-on experience in designing, implementing, and testing programs using core features of the C language.

Course Objectives:

1. To learn the fundamentals of computers.
2. To understand the various steps in program development.
3. To learn the syntax and semantics of the C programming language.
4. To learn the usage of structured programming approaches in solving problems.

Course Outcomes: After Completion of the Course, Students should be able to

1. Apply selection and repetition control structures for algorithmic problem solving.
2. Design modular C programs using top-down approach, library functions, user-defined functions, pointers, scope rules, and parameter passing mechanisms.
3. Develop programs using one-dimensional and multidimensional arrays, strings, string library functions, and array-based function arguments.
4. Analyze and implement recursive solutions and user-defined data types such as structures and unions, including structured input, output, and function return values.
5. Construct programs involving text and binary file handling, database search operations, and implement fundamental searching and sorting algorithms on data collections.

UNIT - I: Overview of C:C Language Elements, Variable Declarations and Data Types, Executable Statements, General Form of a C Program, Arithmetic Expressions, Formatting Numbers in Program Output.

Selection Structures: Control Structures, Conditions, if Statement, if Statements with Compound Statements, Decision Steps in Algorithms.

Repetition and Loop Statements: Repetition in Programs, Counting Loops and the while Statement, Computing a Sum or Product in a Loop, for Statement, Conditional Loops, Loop Design, Nested Loops, do-while Statement.

UNIT - II: Top-Down Design with Functions: Building Programs from Existing Information, Library Functions, Top-Down Design and Structure Charts, Functions without Arguments,

Functions with Input Arguments.

Pointers and Modular Programming: Pointers and the Indirection Operator, Functions with Output Parameters, Multiple Calls to a Function with Input/ Output Parameters, Scope of Names, Formal Output Parameters as Actual Arguments.

UNIT - III: Arrays: Declaring and Referencing Arrays, Array Subscripts, Using for Loops for Sequential Access, Using Array Elements as Function Arguments, Array Arguments, Searching and Sorting an Array, Parallel Arrays and Enumerated Types, Multidimensional Arrays.

Strings: String Basics, String Library Functions: Assignment and Substrings, Longer Strings: Concatenation and Whole-Line Input, String Comparison, Arrays of Pointers.

UNIT - IV: Recursion: The Nature of Recursion, Tracing a Recursive Function, Recursive Mathematical Functions, Recursive Functions with Array and String Parameters

Structure and Union Types: User-Defined Structure Types, Structure Type Data as Input and Output Parameters, Functions with Structured Result Values, Union Types.

UNIT - V: Text and Binary File Pointers: Input/ Output Files - Review and Further Study, Binary Files, Searching a Database.

Searching and Sorting: 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. Jeri R. Hanly and Elliot B. Koffman, Problem solving and Program Design in C 7th Edition, Pearson.

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. E. Balagurusamy, Computer fundamentals and C, 2nd Edition, McGraw-Hill.
3. Yashavant Kanetkar, Let Us C, 18th Edition, BPB.
4. R.G. Dromey, How to solve it by Computer, Pearson (16th Impression).
5. Programming in C, Stephen G. Kochan, Fourth Edition, Pearson Education.
6. Herbert Schildt, C: The Complete Reference, Mc Graw Hill, 4th Edition.
7. Byron Gottfried, Schaum's Outline of Programming with C, McGraw-Hill.

ELECTRONIC RESOURCES:

1. **https://www.geeksforgeeks.org/c/c-programming-language/**
2. **https://www.programiz.com/c-programming**
3. **https://www.w3schools.com/c/**
4. **https://www.codechef.com/learn/course/c**

MATERIALS ONLINE:

1. Course template
2. Tutorial question bank
3. Tech talk and Concept Video topics
4. Open-ended experiments
5. Definitions and terminology
6. Assignments
7. Model question paper – I
8. Model question paper – II
9. Lecture notes
10. E-Learning Readiness Videos (ELRV)