

Score More ...



We Simplify the subject

C Programming

Ready for Board/ University Exams

Index

Theory

1. Programming Languages
2. Compiler
3. Linking
4. Logic development tools: Algo. & Flowcharts
5. Compound statements & block structure
6. Computer Program
7. History of C Language
8. Characteristics of C
9. Limitations of C
10. Uses of C
11. Structure of C program
12. Editor for C
13. C Program Execution Sequence
14. Variables and Symbolic name
15. Rules for constructing variable name
16. Constants and literals
17. Data types in C
18. Operators with example
19. Precedence and associativity of operators
20. Escape sequence: purpose & characteristics
21. Trigraph characters
22. Error handling during input/output operations
23. Comments in C
24. Commonly used input/output functions
25. Output (writing) using printf() statement
26. Input (reading) using scanf() statement
27. Control statements
28. if statement
29. if...else statement
30. Conditional (Ternary) operators
31. switch() statement
32. while() statement
33. do...while() statement
34. for() statement
35. goto statement
36. continue statement
37. break statement
38. return statement
39. Array definition
40. Need for array/ advantages of array
41. Use of subscripts
42. Difference between array and ordinary variable
43. Multi-Dimensional array
44. Two-Dimensional array
45. String (array of characters)
46. Limitations of getchar() and scanf() for reading strings
47. String functions
strlen(), strcpy(), strcmp(), strstr()
strlwr(), stricmp(), strcat(),
48. String array
49. Library Functions
50. Syntax of frequently used functions in Exam
 - a) Input/output functions
 - b) String functions
 - c) Numeric functions
 - d) Character Macros
 - e) Character functions
51. User Defined Functions (UDF)
52. Actual and formal arguments
53. Recursion: definition and example
54. Pointer - definition
55. Advantages of pointers
56. NULL pointer
57. Declaring and initializing pointers
58. Pointer to Pointer
59. Pointer to array
60. Array of pointers
61. Pointer to void
62. Pointer to function
63. Difference between (*m)[5] and *m[5]
64. Structure: definition and example
65. Structure initialization
66. Reading and printing structure members
67. Nested structure
68. Accessing multiple records using array as member
69. Array of structure
70. Pointer to structure
71. Typedef feature
72. Bitfields
73. Union
74. Difference between union and structure
75. Enumeration: declaration with example
76. Macro
77. Difference between function and macro
78. Pre-processors in C
79. Memory management functions
malloc, calloc, free, realloc
80. Command Line Argument
81. Local & Global variable
82. Storage classes
auto, static
register, extern
83. Concept of File Handling
84. File opening and closing
85. File opening modes
86. fscanf() and fprintf()
87. fread() and fwrite()
88. fseek(), ftell() and rewind()
89. Question Bank

Question Bank

Programs

145 Programs