

Branch Name:	IMCA
ProgramCode:	CS301
CourseName:	Fundamental of Programming-II Practical
CourseCode:	1CS3010201P
Pre-requisite Course:	Basic knowledge of C Programming

Course Objectives:

1. To be able to understand and use pointers in C Programs.
2. To be able to create user defined data types in C
3. To be able to write C applications which can do input/output on files.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)				Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)		Practical (Marks)		
				University Assessment	Continuous Assessment	University Assessment	Continuous Assessment	
		3	3	-	-	25	25	50

Inductive Practical List

1. Write a C program to sum of Natural Numbers Using Recursion.
2. Write a C program to Display Fibonacci series using Recursion.
3. Write a program in C to demonstrate the use of & (address of) and *(value at address) operator.
4. Write a program in C to add two numbers using pointers.
5. Write a program in C to add numbers using call by reference.
6. Write a program in C to find the maximum number between two numbers using a pointer.
7. Write a program in C to store n elements in an array and print the elements using a pointer.
8. Write a program in C to print all permutations of a given string using pointers.
9. Write a program in C to find the largest element using Dynamic Memory Allocation.
10. Write a program in C to calculate the length of the string using a pointer.
11. Write a program in C to swap elements using call by reference.
12. Write a program in C to find the factorial of a given number using pointers
13. Write a program in C to count the number of vowels and consonants in a string using a pointer.
14. Write a program in C to sort an array using Pointer.
15. Write a program in C to compute the sum of all elements in an array using pointers.
16. Write a program in C to print all the alphabets using a pointer.
17. Write a program in C to print a string in reverse using a pointer.

18. Write a C Program to Store Information of a Student Using Structure.
19. Write a C Program to Add Two Distances (in inch-feet) System Using Structures
20. Write a C Program to Calculate Difference Between Two Time Periods
21. Write a C Program to Store Information Using Structures with Dynamically Memory Allocation
22. Create a union that stores an array of 21 characters and 6 ints (6 since $21 / 4 == 5$, but $5 * 4 == 20$ so you need 1 more for the purpose of this exercise), you will set the integers to 6 given values and then print out the character array both as a series of chars and as a string.
23. Write a program in C to create and store information in a text file.
24. Write a program in C to read an existing file.
25. Write a program in C to write multiple lines in a text file.
26. Write a program in C to read the file and store the lines into an array.
27. Write a program in C to Find the Number of Lines in a Text File.
28. Write a program in C to find the content of the file and number of lines in a Text File.
29. Write a program in C to count a number of words and characters in a file.
30. Write a program in C to delete a specific line from a file.
31. Write a program in C to replace a specific line with another text in a file.
32. Write a program in C to copy a file in another name.
33. Write a program in C to merge two files and write it in a new file.
34. Write a C program to get the rightmost bit of any input.
35. Write a C program to remove the leftmost bit of any input.
36. Write a C program to remove the first bit of any input, and add it to the right.
37. Write a C program to rotate bits of a given number.
38. Write a C program to convert decimal to binary number system using bitwise operator.
39. Write a C program to swap two numbers using the bitwise operator.
40. Write a C program to check whether a number is even or odd using a bitwise operator.

Text Books:

1. Programming in ANSI C, Balagurusamy, Tata McGraw-Hill

Reference Books:

1. Programming in ANSI C, By E Balaguruswami, Tata McGraw-Hill Publishing Company Limited.
2. Programming with C, By Bayron Gottfried, Tata McGraw-Hill Edition.
3. Let Us C, By Yashavant Kanetkar, BPB Publications.
4. Working with C, By Yashavant Kanetkar, BPB Publications.

List of Open Source Software/learning website:

1. www.w3school.com

3. www.tutorialspoint.com
4. www.geeksforgeeks.org
5. www.javatpoint.com

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	To have fundamental knowledge on User define function	2 Understanding
CLO2	To Develop modular applications using the C programming language.	1 Remembering 2 Understanding
CLO3	Demonstrate the ability to write C programs using pointers, structures, unions and arrays.	2 Understanding, 3 Applying, 4 Analyze
CLO4	Implements different operation using file management and command line argument	3 Applying 4 Analyze 5 Evaluate 6 Creating
CLO5	Implement user defined function and pointer	3 Applying 4 Analyze 5 Evaluate 6 Creating
CLO6	Enable effective use of structure and pointer	3 Applying 4 Analyze 5 Evaluate 6 Creating

Mapping of CLOs with POs & PSOs

Course Learning Outcomes	Program Outcomes (POs)												Program Specific Outcomes(PSOs)	
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CLO1	H	M	L		H	M		M	L		L	M	M	M
CLO2	M		H		M		H		L		M		M	M
CLO3		L	M	M		L		L	H	M	L	M	M	L
CLO4		M	M		M			L		L	M		M	
CLO5	M		H		M			L	M		M	L	L	M
CLO6	M	M	L		L		M		L		L	H	L	L

H: High, M: Medium, L: Low