



Professional C

Description

Professional C programming course skims through the basics of C and soon jumps over to core of C programming language which looks simple but difficult to master. Our C Training will make the participant learn deep C secrets and develop a fairly advanced level of C programming expertise which is essential to write complex systems and application software.

Expectations and Goals

Advanced C Programming course will be delivered by our Expert with experience in Linux Kernel and software development. The C training flow will be an assignment driven model so that participants can develop an expert level C programming skills.

Participants will be writing lots of C programs dealing with operator precedence, conditional constructs, strings, pointers, arrays, arrays & pointers, double pointers, function pointers, pointers to arrays, internal storage for various data-types, creating in memory data-structures, bit-field operators, recursions, function call and stack formation, standard file I/O library, buffered IO, etc.

Prerequisites

None

Module	Topic
Module 1	Programming Logic and Technique
	Introduction to Programming language
	What is Procedural Programming
	Language Algorithm and Flow Chart
	Some examples using Flow Chart
	Deals with Expression
	Introduction to C
	What is Compiler and Interpreter

Module 2	<p>C Language preliminaries</p> <p>Data types (Primary, Secondary, User Defined)</p> <p>What is variable and constant</p> <p>Identifiers and Keyword</p> <p>Declarations and expressions</p> <p>Different C compilers(gcc/tcc)</p>
Module 3	<p>Input Output and Pre-Processor Statement</p> <p>Pre-processor Directives getchar, putchar, scanf, printf gets, puts</p> <p>Header File and #include</p> <p>Different types preprocessor directives</p> <p>A small C program example</p>
Module 4	<p>Storage classes in C What is storage class?</p> <p>Different types of storage Classes (Auto, static, register, extern)</p> <p>Different features of a variable(memory, default initial value, scope, life time)</p>
Module 5	<p>Operators and Control Statements</p> <p>Different types of operators (arithmetic, logical, relational etc.)</p> <p>If, else, else – if with some examples</p> <p>Conditional operator (? :)</p> <p>Switch case with example</p> <p>Use of Break, Continue</p>
Module 6	<p>Loop</p> <p>What is iterations</p> <p>Different types of loops</p> <p>For, while, do-while with some examples</p> <p>Nesting of loops</p> <p>Pattern printing using nested for loop</p>
Module 7	<p>Array, String</p> <p>What is array</p> <p>Different types of array (both 1D and 2D)</p>

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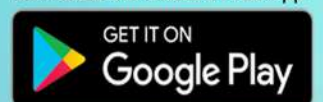
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Module 8	<p>Function</p> <p>What is function</p> <p>Declarations, definitions and calling of a function</p> <p>Arguments and parameters</p> <p>Recursive function</p> <p>Passing array to a function</p> <p>String library function</p>
Module 9	<p>Pointers</p> <p>Definitions of pointer</p> <p>Declaring and accessing a pointer</p> <p>Passing pointer to a function</p> <p>Operations on pointer, pointer arithmetic Pointer and array</p>
Module 10	<p>Structures</p> <p>What is structure</p> <p>Processing and accessing structure variable</p> <p>Array of structure</p> <p>Union, typedef</p> <p>Pointer to structure</p>
Module 11	<p>File</p> <p>File handling in C</p> <p>Text file, binary file</p> <p>File creation, opening</p> <p>Reading and writing to a file</p> <p>File copy</p>
Module 12	C99 and C11 specification additions
Module 13	Project Work and Documentation

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