# **About C-Language Training**

C is an basic building block for every languages. It is a general Purpose Language. To develop the programming skills 'C' is the only platform for to develop programming techniques for any type languages. It is an Mid-level programming language for systems programming very widely used, relatively low-level, weakly typed, systems programming language associated with Unix and through that with Linux and the open source movement Performance becomes somewhat portable. Many Applications Like System Software, Application Software, Embedded System. Cool Games, Mobile applications, Device Drivers Programming etc of the World applications written in C and the List continues.... C Designed and implemented by Dennis Ritche 1972

# **C Training Course Objective**

This Course main objective for the student to develop primary programming skills upto the higher end in order solves the different programming logics. The students can able write different type of logics at the end of the sessions. After learning the course, the student can able get all the fundamental knowledge in all the languages. After Completion the student can able to attend any MNC Company interview and can solve the technical rounds both theoretically and practically. We Provide lot of logical examples to make as good as.

# Why This Course is Required

One thing we can speak without C Knowledge there is no Programming Logics to learn any language. There is no interviews for a Fresher ithout C language. To learn Java, .Net, Databases the list continues so many we require "9" Knowledge for a student Finally to tell many languages are internally Programmed by only C Language.

# C Training Course Overview

### Introduction to 'C' inguage

- Features of C
- History
- Struc re of C Program
- Keywol Identifiers & Constants

#### Dan type

A initive Data TypesAggregated Data Types

#### Coerators

- 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

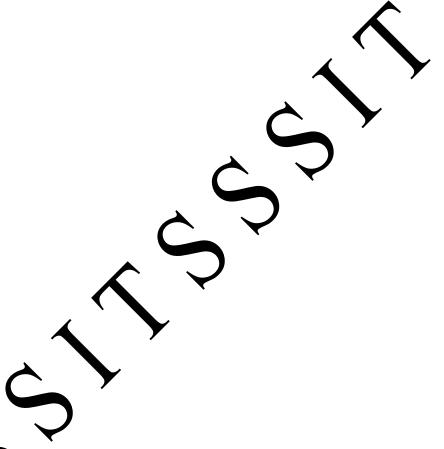
- Declaring String
- Initializing String
- String Functions
- String Formatted Specifiers
- Multiple Stangs

#### **Functions**

- Interdiction to Functions

  Need for Functions

  Classification of Functions
- Func on 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**

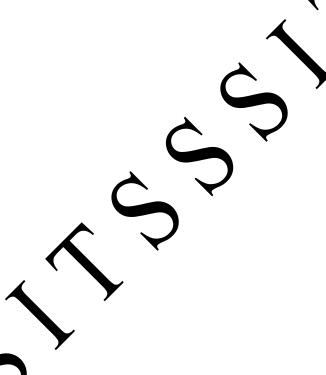
- Introduction to Memory
- Introduction to Pointers
- Operations on Pointers
- Pointer to Pointer
- Pointer to Array
- Array to Pointers
- Void pointers
- Call by Vales and Call by Reference
- Passing F vinter to Functions
- Functions returns Pointers
- Point c to Functions
- Dynam. Functions Call with Function Pointer Rointers w. X Structures

# Dynamic m mory allocation

Allocation (Malloc, Calloc & Realloc)
De – Allocation (Free)

# Files

- Introduction
- File Input, Output Operations
- Sequential Files
- Random Access Files



- Command Line Arguments
- Handling Errors
- Database vs File System

# **Graphics**

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

### **Data Structures (DS)**

- Introduction
- Stacks using Arrays
- Stacks using Linked List
- Queues using Arrays
- Queues using linked List
- Singly Linked List
- Doubly Linked List
- Searching Techniques Linear, Binary
- Sorting Techniques Bubble, Insertion,

