

PRG200 : C Programming

Code :

PRG200

Duration :

5 days

Category :

Programming

Audience :

This course is designed for programmers who want to write programs in C or other people who want to understand C code.

Prerequisites :

No prior programming knowledge is required to join this course. Knowledge of programming in another language is however beneficial to a quick understanding of the subject matter.

Realization :

The theory is treated on the basis of presentation slides and is interspersed with exercises. Illustrative demo programs are used to explain the concepts further. The course material is in English.



C Programming



Contents :

This course covers the basic principles of the C computer language. After an introduction about the background and characteristics of C and the function of the preprocessor, compiler and the linker, the program structure of C programs is discussed. Through a series of coordinated exercises, participants learn to program with the variables, data types, storage classes, operators and control flow constructs of the C language. Subsequently, the use of functions in C is addressed. It is explained how functions are declared and defined and how parameters are passed to functions. The difference between passing parameters by reference and by value is explained. Ample attention is also paid to the pointer concept, arithmetic with pointers, the equivalence between pointers and arrays and the use of function pointers. Next the focus is set on user defined composite data structures such as structures and unions. Finally, the C standard library is discussed, which includes the treatment of various functions for dealing with file IO, date and time, the manipulation of strings and the dynamic allocation of memory.

Module 1 : Intro C Language

- C Programming Language
- C Library
- C Characteristics
- C Programs
- First C Program
- C Compilers
- Linkers
- IDE Environments

Module 2 : Variables and Data Types

- Variables
- Variable Names
- Basic Data Types
- Signed and Unsigned Types
- Constants
- Numeric Constants
- Character Constants
- String Constants
- Enumeration Constants
- Symbolic Constants
- Arrays
- Character Arrays
- Composed Data Types

Module 3 : Control Flow

- Control Flow Constructs
- Statements and blocks
- Decisions
- Ambiguity of else
- else-if construction
- switch and case
- case Statements
- Exit from switch
- while Loop
- for Loop
- do while Loop
- break And continue
- goto And Labels

Module 4 : Operators

- Operators
- Arithmetic Operators
- Relational Operators
- Logical Operators
- In- and Decrement Operators
- Assignment Operators
- Bitwise Operators
- Bitwise or Operators
- Shift Operators
- Unary Operator
- Conditional Operators
- Type Conversions
- sizeof Operator

Module 5 : Functions

- Functions
- Declaration and Definition
- Parameter Passing
- Call by Value
- Recursion
- Recursion Characteristics

Module 6 : Storage Classes

- Storage Class Specifiers
- Automatic Variables
- External Variables
- Static Variables
- Register Variables
- typedef
- Scope
- Initialization
- Array Initialization

Module 7 : Preprocessor Directives

- C Preprocessor
- #include directive
- #define directive
- Macro's with arguments
- Conditional Inclusion
- Multiple Inclusion .h Files
- Header Files

Module 8 : Pointers

- Pointers
- Variables and Addresses
- Use of Pointers
- Pointer Declaration
- Initializing Pointers
- Pointer Examples
- Pointers to Variables
- Pointer Dereferencing
- Pointer Assignment
- Pointers as Arguments
- Exchange Function
- Exchanging Data in Variables
- Pointers and Arrays
- Arrays in Function Calls
- Address Arithmetic
- null Pointer
- Character Pointers
- Command Line Arguments
- Pointers to Functions

Module 9 : Structures and Unions

- Structures
- Structure Definition
- Variables of Structure Type
- Accessing Structures
- Nested Structures
- Structure Initialization
- Structures and Pointers
- Pointers as Structure Members
- Structures and Functions
- Structure Arrays
- Accessing Structure Arrays
- sizeof Structure Arrays
- Bitfield Structures
- typedef And Structures
- Unions
- Union Member Access
- Type Fields in Structures with Unions
- Pitfalls C Language

Module 10 : Standard C Library

Standard C Library

File I/O Functions

File Open Function

Access Modes

File Read and Write Function

File Handling Functions

scanf Function Parameters

Operation of scanf

Characteristics scanf

Utility Functions

Flow Control Functions

system Function

ASCII to Binary Functions

String to Long Function

Binary to ASCII Function

Memory Management Functions

Environment Function

Sort and Search Function

Time and Date Functions