



Programming in 'C'

Introduction

The course is designed for Computer Science and Computer Engineering students, as well as those in their early careers.

You will gain a solid foundation in procedural programming. It will lead you to an understanding of programming fundamentals, best practices, and how to design and create good programs.

You do not need any knowledge of programming to join the course.

Pre-Requisites

None.

Course Details

The course is conducted on-line for 25 hours, and delivered by an experienced industry veteran.

You can submit different programming assignments and projects for expert advice and solutions

Our self-help groups and other channels will continue to support you after the course

Course Contents

Hour #	Topic
1	Fundamentals of Computers - Binary Number, arithmetic, addressing, programs etc
2	How to Prepare for your program
3	Data Types of C
4	Operators of C
5	Structure of a C Program
6	Compiler Directives
7	Library Functions in 'C'
8	Using the Debugger Tool
9	Storage Classes in 'C'
10	Flow Control with Branch statements
11	Flow Control with Loops
12	Using Arrays in 'C'
13	User Defined Types with Structures and Unions
14	Understanding Pointers and Indirect Memory Access

15	Working with Strings
16	Working with Files
17	Dynamic Memory Allocation
18	Understanding Data Structures
19	Implementing a simple Linked List
20	Project in 'C'
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