Computer Engineering

Vision: To contribute the society through excellence in scientific & knowledgeable based education of computer science professional.

Mission:

- To transform students into technically components, socially responsible & ethical computer science professional.

- To promote a creative teaching-learning process that will strive for academic excellence in the field of computer engineering.

- To enhance the technical expertise of students through workshop & industry-institute interaction.

Name of Program: - Diploma in Computer Engineering   Date:-

Course Title: - Programming in 'C'(22226) - Sem II (2022 -23)

Course Outcome:

a) a) Develop Flowchart and Algorithm to salve problems logically.
b) Write simple 'C' programs using Arithmetic Expressions.
c) Develop 'C' program using Control structure.
d) Develop 'C' program using arrays and structures.
e) Develop 'C' program using/Use functions in C programs for modular programming approach.
f) Develop 'C' program using pointers

Chapter: 1. PROGRAM LOGIC DEVELOPMENT (CO205.1)

Assignment 1

1. Define Algorithm and flowchart.
2. Explain advantages of algorithm
3. Explain flowchart symbols.
4. Explain worst case, best case, and average case efficiency.
5. Write an algorithm for finding area of circle.
6. Draw flowchart for-

Finding Even/ Odd number.

Finding area of circle.

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Chapter: 2 BASICS OF C PROGRAMMING (CO205.2)

Assignment 2

1. Enlist any four types of arithmetic operators used in C with example.
2. Distinguish between variable and Constant
3. Explain Increment and Decrement operator with example.
4. Define following terms:
   Variable
   Identifiers
   Keywords
   Constant
5. State and explain Conditional operator in C.
6. Write basic structure of program with example.
7. Explain Data types in C With example.
8. Explain formatted input and formatted output statements.

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Chapter: 3   CONTROL STRUCTURES (CO205.3)

Assignment 3

1. State any four control structure with syntax
2. State the differences between break and continue statement.
3. State any four differences between while loop and do-while loop.
4. Give the Syntax of switch case statement with example.
5. WAP to accept ten numbers and print average of it.
6. WAP to print even numbers between 1to 100 numbers
7. WAP to calculate factorial of a number.
8. Explain if….else ladder using flowchart.

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Chapter: 4   Array and Structure (CO205.4)

Assignment 4

1. What is array? How elements of array can be accessed.
2. State difference between array and string.
3. Define structure with its syntax.
4. WAP to sort array elements in ascending order.
5. WAP to determine whether the entered string is palindrome or not.
6. WAP for addition of two 3x3 matrix.
7. WAP to declare structure book having data members as book_name, book_id, book_price. Accept this data for three books and display it.

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Chapter: 5   Functions (CO205.5)

Assignment 5

1. Define: Function definition, Function body, Function call, and Function prototype.
2. Write difference between call by value and call by reference.
3. State the need of Function
4. Define recursive function, List any two advantages of recursive function.
5. Write a function to print Fibonacci series.
6. State the advantages of Function.
7. Write a program to perform addition, subtraction, multiplication and division of two i9nteger numbers using function.

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Chapter: 6   Pointers (CO205.6)

Assignment 6

1. What is pointer? Explain one example of integer and character pointer.
2. Explain with example array of pointer.
3. What is the use of -> operator with pointers?
4. State any four feature of pointer.
5. Explain '*', '&' operators used in pointer.
6. WAP using pointers to swap the values of integer numbers.

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