

Bangladesh Polytechnic Institute

Technology: **Civil**

Semester: 6th

Sub Name: **Programming in C (6659)**

T P C: 2 3 3

Course Outline

Teacher Name: Mst.Amina Khatun

Mob.No: 01783 84 32 66

Class No.	Discussion and Explanation of Topics/ Titles	Remarks
Class-1	<ul style="list-style-type: none"> ❖ Understand fundamentals of C Programming ➤ Describe the historical development of C Programs. ➤ Describe the Basic structure of C program and programming style ➤ State the difference of C with other high level languages. ➤ Explain the process of program planning. 	
Class-2	<ul style="list-style-type: none"> ❖ Understand fundamentals of C Programming ➤ Describe algorithm and flow chart. ➤ Prepare algorithm and flow chart for simple problems. ➤ State the process of compiling C program. ➤ Write simple programs using basic structure of C program 	
Class-3	<ul style="list-style-type: none"> ❖ Understand data types, constants and variables. ➤ Describe the data types in C. ➤ Explain constants and variables in C. ➤ Describe the keywords and identifiers in C. ➤ Mention the use of qualifiers in data types. 	
Class-4	<ul style="list-style-type: none"> ❖ Understand data types, constants and variables. ➤ Declare variables and assign values to variables. ➤ State the type conversion and type definition in C. ➤ Write simple programs using constants and variables. 	
Class-5	<ul style="list-style-type: none"> ❖ Understand Operators and Expressions. ➤ State C operators and their classification. ➤ Describe the arithmetic, relational, logical, assignment, increment, decrement and conditional operators. ➤ Explain the bitwise and special operators. ➤ Write arithmetic expression & its evaluation. 	
Class-6	<ul style="list-style-type: none"> ❖ Understand Operators and Expressions. ➤ Describe the precedence of arithmetic operators. ➤ Mention operator precedence and associativity. ➤ Write simple programs using operators and expressions 	
Class-7	 Feedback	
Class-8	 Feedback	
Class-9	<ul style="list-style-type: none"> ❖ Understand the input and output operations. ➤ Describe the statement getting input from keyboard. ➤ Describe the statements printing output on screen and by printer. ➤ State the codes used for formatted I/O.Statements. ➤ Mention the escape sequence in C. ➤ Write programs using I/O statements. 	
Class-10	<ul style="list-style-type: none"> ❖ Understand the Branching and Looping Statements. ➤ Describe the conditional and unconditional branching flow. ➤ State the statement for conditional and unconditional branching. ➤ Explain the format for branching statements. ➤ Describe the conditional and unconditional Looping flow. ➤ Write programs using I/O statements. 	
Class-11	 Feedback	
Class-12	 Class Test	

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Class-13	<ul style="list-style-type: none"> ❖ Understand the Branching and Looping Statements. ➤ State the statement for conditional and unconditional Looping. ➤ Explain the format for looping statements . ➤ Write programs using branching and looping statements. 	
Class-14	<ul style="list-style-type: none"> ❖ Understand arrays ➤ Define arrays ➤ Describe the dimension of arrays. ➤ Initialize arrays. ➤ Write programs using arrays. 	
Class-15	<ul style="list-style-type: none"> ❖ Understand preprocessor statements in C. ➤ Describe the preprocessor directives and their functions. ➤ Define header. ➤ Describe the process of including header in routine. 	
Class-16	<ul style="list-style-type: none"> ❖ Understand preprocessor statements in C. ➤ Explain the use of macro. ➤ Describe the advantage of macros over functions in programs ➤ Write programs using preprocessor statements. 	
Class-17	<ul style="list-style-type: none"> ❖ Understand pointer and its application. ➤ Define pointer. ➤ Describe the characteristics of pointer. ➤ Explain pointer expressions. ➤ Write programs using pointers. 	
Class-18	<ul style="list-style-type: none"> ❖ Understand Function. ➤ Explain library function and user defined function. ➤ Describe the process of calling functions and returning values from functions in C. ➤ Describe arguments used in functions. ➤ Mention function prototype. ➤ Write programs using library function and user defined function. 	
Class-19	<ul style="list-style-type: none"> ❖ Understand structure and union. ➤ Describe structure and union. ➤ Mention structure and union declaration. ➤ Distinguish between structure and union. ➤ Write simple programs using structure and union. 	
Class-20	 Feedback	
Class-21	 Feedback	
Model Test		
Class-22	<ul style="list-style-type: none"> ❖ Understand file operations. ➤ Describe file operations. ➤ State the modes of opening files. ➤ Describe the functions that support character I/O. 	
Class-23	<ul style="list-style-type: none"> ❖ Understand file operations. 	

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	<ul style="list-style-type: none">➤ Explain the routines for performing formatted I/O to files➤ Write programs for reading, writing and editing files..	
Class-24	<ul style="list-style-type: none">❖ Understand graphics elements and its application➤ Define Text and Graphics➤ Describe how graphics are created in computers.➤ State the concept of pixel and resolution of CRT/LCD/LED display.➤ State the format and use of line(),rectangle(), bar(), bar3d(), Circle(), ellipse(), fillellipse() and sector() functions with example	
Class-25	<ul style="list-style-type: none">❖ Understand graphics elements and its application➤ State the format and use of Arc(), pieslice(), drawpoly() and fillpoly() outtextxy() & settextstyle(), cleardevice(), delay(), sound() & nosound(), functions with example➤ Mention the use of modified cprintf() and cscanf() functions for I/O operation.➤ Write program for developing color image using above graphics	

REFERENCE BOOKS

1 Reference books and sites:

1. programming in C – E. Balagurusamy.

2. Teach yourself C_ Herbert Schildt.

3. www.e-booksdirectory.com › Computers & Internet