

# Contents

## UNIT 1 COMPUTERS & NUMBER SYSTEMS

<b>1.1 Introduction .....</b>	<b>2</b>
1.1.1 Basic Outlook of Computer .....	2
<b>1.2 Definition of Computer .....</b>	<b>3</b>
<b>1.3 Basic Functions of a Computer .....</b>	<b>3</b>
<b>1.4 Characteristics of Computers .....</b>	<b>4</b>
<b>1.5 Applications of Computers. ....</b>	<b>5</b>
<b>1.6 Evolution of Computers.....</b>	<b>9</b>
1.6.1 Abacus .....	9
1.6.2 Napier Bones .....	10
1.6.3 Pascals Machine .....	11
1.6.4 Leibnitz's Machine / Stepped Reckoner .....	11
1.6.5 Punch Card System .....	12
1.6.6 Differential Engine and Analytical Engine .....	12
1.6.7 Hollerith Tabulating Machine.....	13
1.6.8 ENIAC .....	14
1.6.9 EDSAC .....	14
1.6.10 EDVAC.....	15
1.6.11 UNIVAC .....	15
1.6.12 Microprocessor based Computer .....	16
<b>1.7 Generation of Computers .....</b>	<b>16</b>
1.7.1 First Generation Computers (1940-1956) .....	16
1.7.2 Second Generation Computers (1956-1963) .....	18
1.7.3 Third Generation Computers (1964-1971) .....	19
1.7.4 Fourth Generation Computers (1975-1989) .....	20
1.7.5 Fifth Generation Computers (1989-present) .....	21

<b>1.8 Comparison of Generation of Computer.....</b>	<b>23</b>
<b>1.9 Classification of Computers.....</b>	<b>24</b>
1.9.1 Classification Based on Application .....	24
1.9.2 Classification Based on Operating Principle.....	25
1.9.3 Based on Size and Capacity .....	28
<b>1.10 Basic Organization of a Computer.....</b>	<b>30</b>
1.10.1 Input Devices.....	32
1.10.2 Central Processing Unit (CPU) .....	36
1.10.3 Memory or Storage Unit.....	38
<b>1.10.4 Output Unit.....</b>	<b>46</b>
<b>1.11 Number System.....</b>	<b>50</b>
1.11.1 Binary Number System .....	51
1.11.2 Decimal Number System.....	52
1.11.3 Octal Number System.....	52
1.11.4 Hexadecimal Number System.....	53
<b>1.12 Conversion.....</b>	<b>55</b>
1.12.1 Conversion of a Number from Any System to Decimal System.....	55
1.12.2 Converting Decimal Number to Other Systems .....	56
1.12.3 Conversion of Binary Number to Octal Number or Hexa Decimal Number .....	60
1.12.4 Conversion of Octal Number to Binary or Hexa Decimal Number .....	62
1.12.5 Conversion of Hexa Decimal Number to Binary or Octal Number .....	63
1.12.6 Conversions of Fractions Decimal Number to Other Systems .....	65

1.12.7 Conversions of Fraction of Any System with Radix or to The Decimal System .....	68
1.12.8 Conversion of a Number From One System to Other System.....	69
<b>1.13 Solved Problems.....</b>	<b>73</b>
<b>1.14 Need for Logical Analysis and Thinking .....</b>	<b>80</b>
<b>1.15 Algorithm.....</b>	<b>81</b>
1.15.1 Qualities of an Algorithm.....	83
1.15.2 Method for Developing an Algorithm.....	83
1.15.3 Structured Programming .....	84
1.15.4 Qualities/Characteristics of a Good Algorithm .....	84
1.15.5 Examples of Algorithms in Programming .....	85
<b>1.16 PseudoCode .....</b>	<b>87</b>
1.16.1 Basic Guidelines of Pseudocode .....	88
1.16.2 Advantages of Pseudocode .....	88
1.16.3 Disadvantages of Pseudocode .....	88
1.16.4 Solving Sample Pseudocode .....	89
<b>1.17 Flowchart .....</b>	<b>96</b>
1.17.1 Types of Flowchart .....	96
1.17.2 Need for Flowchart .....	96
1.17.3 Flowchart Symbols .....	97
1.17.4 Basic guidelines for preparing Flowchart .....	97
1.17.5 Advantages of Using Flowchart.....	98
1.17.6 Limitations of Using Flowchart.....	99
<b>1.18 Examples for Algorithm, Flowchart and Pseudocode ....</b>	<b>100</b>
<b>Review Questions.....</b>	<b>110</b>

## UNIT 2 C PROGRAMMING BASICS

<b>2.1 Introduction .....</b>	<b>116</b>
<b>2.2 Problem Formulation.....</b>	<b>116</b>
<b>2.3 Problem Solving .....</b>	<b>116</b>
<b>2.4 Introduction to C.....</b>	<b>119</b>
2.4.1 High Level Language .....	119
2.4.2 Low Level Language.....	119
2.4.3 Features of C.....	120
2.4.4 Advantages of C Language .....	121
2.4.5 Disadvantages of C Language .....	122
2.4.6 Applications of C Language.....	122
2.4.7 Characteristics of C .....	123
2.4.8 Valid Steps in C Language .....	123
<b>2.5 Structure of C Program .....</b>	<b>124</b>
<b>2.6 Executing the C Program.....</b>	<b>127</b>
<b>2.7 Compilation and Linking Process .....</b>	<b>128</b>
<b>2.8 Fundamentals of C.....</b>	<b>129</b>
<b>2.9 Constants .....</b>	<b>133</b>
2.9.1 Numeric Constant .....	133
2.9.2 Character Constant .....	135
<b>2.10 Variables.....</b>	<b>138</b>
2.10.1 Rules for Declaring the Values.....	138
2.10.2 Rules for Naming the Values .....	138
2.10.3 Declaration of Variables .....	139
2.10.4 User-defined Type Declaration .....	139
2.10.5 Scope of Variables.....	142
<b>2.11 Delimiter.....</b>	<b>144</b>



<b>2.12 Data Types.....</b>	<b>145</b>
<b>2.13 Expressions Using Operators in 'C'.....</b>	<b>147</b>
2.13.1 Operators .....	147
2.13.2 Types of Operators.....	148
<b>2.14 Evaluation of Expressions .....</b>	<b>167</b>
2.14.1 Precedence and Associativity of C Operators .....	168
2.14.2 Rules for Evaluation of Expression .....	170
2.14.3 Precedence in Arithmetic Operators .....	170
<b>2.15 Type Conversions .....</b>	<b>170</b>
2.15.1 Implicit Type Conversion.....	171
2.15.2 Explicit Type Conversion .....	173
<b>2.16 Managing Input and Output Operations .....</b>	<b>174</b>
2.16.1 Formatted Functions.....	176
2.16.2 Unformatted Functions .....	178
<b>2.17 Decision Making and Branching .....</b>	<b>184</b>
2.17.1 If Statement .....	184
2.17.2 Switch Statement .....	192
2.17.3 Comparison Between Switch Case Statement and Nested if .....	196
2.17.4 Goto Statement.....	196
2.17.5 Label Statement .....	197
2.17.6 The Break Statement.....	198
2.17.7 Continue Statement.....	199
2.17.8 Comparison between Break and Continue .....	200
<b>2.18 Looping Statements .....</b>	<b>201</b>
2.18.1 For Loop.....	201
2.18.2 While Loop .....	204
2.18.3 do..While Loop.....	208
<b>2.19 Solving Simple Scientific and Statistical Problems ...</b>	<b>211</b>
<b>Review Questions .....</b>	<b>222</b>

## UNIT 3 ARRAYS AND STRINGS

<b>3.1 Array .....</b>	<b>226</b>
3.1.1 Characteristics of Array.....	226
3.1.2 Need for an Array Variable.....	227
3.1.3 Comparison Between Static and Dynamic Array .....	227
<b>3.2 Array Declaration .....</b>	<b>227</b>
<b>3.3 Array Initialization .....</b>	<b>228</b>
<b>3.4 Classification of Arrays.....</b>	<b>230</b>
3.4.1 One Dimensional Array .....	230
3.4.2 Multi Dimensional Array .....	233
<b>3.5 Passing Arrays to Function .....</b>	<b>239</b>
<b>3.6 Returning Array from Function .....</b>	<b>240</b>
<b>3.7 String.....</b>	<b>242</b>
3.7.1 Declaring the String Variables .....	242
3.7.2 Initializing the String Variables .....	244
3.7.3 Reading a String .....	245
3.7.4 Printing a String .....	248
<b>3.8 String Handling Functions.....</b>	<b>251</b>
<b>3.9 String Arrays .....</b>	<b>260</b>
<b>3.10 Sorting Techniques.....</b>	<b>261</b>
3.10.1 Sorting - Bubble Sort .....	261
3.10.2 Insertion Sort.....	264
3.10.3 Selection Sort.....	267
3.10.4 Heap Sort .....	268
3.10.5 Quick Sort.....	274
3.10.6 Merge Sort.....	278
3.10.7 Shell Sort.....	281

<b>3.11 Searching Techniques .....</b>	<b>283</b>
3.11.1 Linear Search (Sequential Search) .....	283
3.11.2 Binary Search.....	284
<b>3.12 Matrix .....</b>	<b>286</b>
3.12.1 Types of Matrices .....	286
3.12.2 Matrix Operations.....	288
<b>Review Questions.....</b>	<b>304</b>

## UNIT 4 FUNCTIONS AND POINTERS

<b>4.1 Function.....</b>	<b>308</b>
<b>4.2 Function Declaration .....</b>	<b>311</b>
<b>4.3 Function Definition.....</b>	<b>312</b>
4.3.1 Function Header .....	313
4.3.2 Function Body.....	314
<b>4.4 Function Call.....</b>	<b>315</b>
<b>4.5 Parameters .....</b>	<b>316</b>
<b>4.6 Categories of Function .....</b>	<b>317</b>
4.6.1 Function with No Arguments and No Return Values.....	317
4.6.2 Function with Arguments and No Return Values .....	319
4.6.3 Function with Arguments and Return Values .....	321
4.6.4 Function with No Arguments and Return Values .....	323
<b>4.7 Function Arguments.....</b>	<b>326</b>
4.7.1 Passing Argument to Function.....	327
4.7.2 Two Ways of Passing Argument to Function .....	327
<b>4.8 Pass By Value or Call by Value .....</b>	<b>327</b>
<b>4.9 Pass By Reference or Call by Reference.....</b>	<b>328</b>

<b>4.10 Recursion .....</b>	<b>330</b>
4.10.1 Tower of Hanoi Problem .....	332
<b>4.11 Pointers .....</b>	<b>337</b>
4.11.1 How to Use Pointers .....	338
4.11.2 Features of Pointers .....	339
4.11.3 Limitations of Pointers .....	339
<b>4.12 Pointer Declaration .....</b>	<b>340</b>
4.12.1 Accessing the Address of a Variable.....	340
4.12.2 Accessing the Value of a Pointer Variable .....	341
<b>4.13 Initialization of Pointers .....</b>	<b>342</b>
4.13.1 Steps for Initializing Pointers .....	342
4.13.2 NULL Pointers in C.....	343
4.13.3 Pointer to Pointer .....	344
<b>4.14 Pointers Arithmetic .....</b>	<b>345</b>
4.14.1 Incrementing Pointer .....	345
4.14.2 Decrementing Pointer .....	347
4.14.3 Addition of Pointer and Number.....	348
4.14.4 Subtraction of Pointer and Number .....	348
4.14.5 Comparing Two Pointers .....	349
<b>4.15 Pointers and Arrays.....</b>	<b>350</b>
4.15.1 Accessing One Dimensional Array using Pointers .....	352
4.15.2 Accessing Two Dimensional Array using Pointers.....	354
<b>4.16 Pointers To Functions.....</b>	<b>354</b>
4.16.1 Pointers as Function Arguments or Call by Reference .....	355
4.16.2 Functions Returning Pointers (Call by Value) .....	356
<b>4.17 Pointers and Strings.....</b>	<b>357</b>



<b>4.18 Pointers and Structures .....</b>	<b>359</b>
<b>4.19 Dynamic Memory Allocation.....</b>	<b>361</b>
<b>4.20 Resizing and Releasing Memory .....</b>	<b>365</b>
<b>4.21 Static Memory Allocation .....</b>	<b>366</b>
<b>Review Questions.....</b>	<b>368</b>

## **UNIT 5 STRUCTURES AND UNIONS**

<b>5.1 Introduction .....</b>	<b>372</b>
<b>5.2 Defining a Structure .....</b>	<b>372</b>
5.2.1 Rules for Declaring a Structure.....	373
<b>5.3 Declaring Structure Variables .....</b>	<b>373</b>
5.3.1 Declaring more than One Structure Variables .....	375
5.3.2 Structure Declaration in Separate Header File.....	377
5.3.3 Uses of Structures.....	378
<b>5.4 Accessing Structure Members.....</b>	<b>378</b>
<b>5.5 Structure Initialization.....</b>	<b>380</b>
5.5.1 Rules for Initializing Structure .....	380
5.5.2 Comparison between Structure and Array .....	381
<b>5.6 Copying and Comparing Structure Variables .....</b>	<b>381</b>
<b>5.7 Operations on Individual Members.....</b>	<b>383</b>
<b>5.8 Nested Structure or Embedded Structure .....</b>	<b>383</b>
<b>5.9 Array of Structures.....</b>	<b>385</b>
<b>5.10 Structure to Function .....</b>	<b>388</b>
<b>5.11 Structure and Pointers .....</b>	<b>389</b>
<b>5.12 Typedef.....</b>	<b>391</b>

<b>5.13 Union .....</b>	<b>393</b>
5.13.1 Declaration of Union Variable .....	394
5.13.2 Accessing a Union Member .....	395
5.13.3 Advantages of Union .....	396
5.13.4 Disadvantages of Union .....	396
5.13.5 Comparison of Unions and Structures .....	397
<b>5.14 Programs Using Structures and Unions .....</b>	<b>398</b>
<b>5.15 Storage Classes .....</b>	<b>405</b>
5.15.1 Types of Storage Class .....	405
5.15.2 Storage Specifiers and Its Scope .....	410
<b>5.16 PreProcessor Directives .....</b>	<b>410</b>
<b>Review Questions .....</b>	<b>418</b>

## APPENDIX

<b>1. Number System .....</b>	<b>A.1</b>
<b>2. ASCII Codes .....</b>	<b>A.2</b>
<b>3. C Keyword .....</b>	<b>A.3</b>
<b>4. Escape Sequence .....</b>	<b>A.4</b>
<b>5. Precedence Table .....</b>	<b>A.5</b>
<b>6. C Commands and Their Syntax .....</b>	<b>A.7</b>
<b>7. Commonly used Scanf and Printf Conversion Characters...</b>	<b>A.9</b>
<b>8. Library Functions .....</b>	<b>A.12</b>
<b>9. Commonly used Abbreviations .....</b>	<b>A.17</b>