Do while loopJumping in Loop

break and continue statement



C & C++ Programming Language

Programming in 'C' **CHAPTER 1** INTRODUCTION OF PROGRAMMING LANGUAGES Types of Languages • Evolution of 'C' Language • Structure of a 'C' Program 'C' Program development life cycle Executing and Debugging a 'C' Program **CHAPTER 2 'C' TOKENS** Keywords and Identifiers Operators Constants Variables Data Types Precedence of Operators Scope and Lifetime of Variables **CHAPTER 3 CONTROL STATEMENT AND EXPRESSIONS** Decision Making using if statement Types of if ...else block Switch case Block Arithmetic Expressions **Evaluation of Expressions GOTO** statement **CHAPTER 4** LOOPING Concept of Loop For loop While loop



CHAPTER 5 ARRAYS AND STRINGS Introduction of Array One - D Array Two - D Array Multidimensional Array Dynamic Arrays Implementing String Variables **String handling Functions CHAPTER 6 FUNCTIONS** Concept of Function **User defined Function System Defined Function** Types of parameter passing in function **CHAPTER 7 POINTERS Need of Pointers** Types of Pointers **Pointer Expression Arrays of Pointers Pointers and Functions CHAPTER 8** STRUCTURE AND UNIONS **Need of Structure** Implementing Structure Variable Arrays of Structure Structure within Structure Introduction of Unions Difference between Structure and Unions **CHAPTER 9** FILE HANDLING USING 'C' Opening and Closing File Input / Output operations on File Random Access to Files **Command Line Arguments CHAPTER 10** DYNAMIC MEMORY ALLOCATION Concept of Dynamic Allocation Implementing Malloc and Calloc Functions Releasing the free space

CHAPTER 11

Introduction of Storage Class

Managing console I/O 'C++' stream classes



STORAGE CLASSES AND PRE-PROCESSOR

Types of Storage Classes Introduction of Pre-processor Macro Substitution File Inclusion Programming in 'C++' **CHAPTER 1** INTRODUCTION TO OBJECT ORIENTED PROGRAMMING Concept of OOP Features of OOP Introduction of 'C++' Structure of 'C++' program Executing and Debugging a 'C++' Program **'C++' TOKENS AND TYPE CASTING CHAPTER 2 Keywords and Identifiers** Operators Constants Variables **Data Types Precedence of Operators** Scope and Lifetime of Variables **CHAPTER 3 CLASSES & OBJECTS** Classes & Object Specifier Defining data members and member functions Array of objects

Formatted and unformatted console I/O Usage of manipulators



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