

# **Complete C Programming**

200+ Practical Examples with in depth logic explanation

### WHAT YOU'LL LEARN

- All C programming Concepts.
- Logic Development
- 200+ Practical Example with in depth logic explanation.
- Fundamental Of C Programming
- Structure Of C Program
- Variable & Datatype
- Opeartors
- Conditional Programming ( simple if, if...else, if...else if ladder, nested if )
- Loop (for, while, do...while)
- Loop Patterns
- Array (Single Dimensional, Two Dimensional, Multi Dimensional)
- String
- User Defined Functions
- Structure
- Pointer
- File Handling

#### REQUIREMENTS

No programming experience needed. We will start from zero.

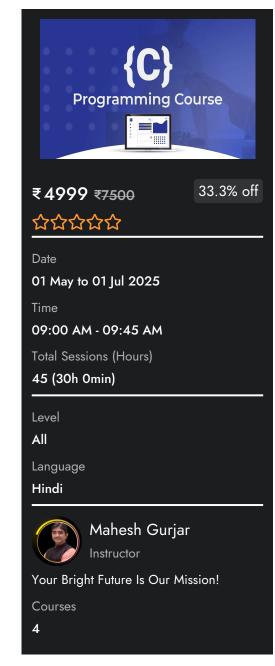
### WHO'S THIS COURSE IS FOR

Anyone wants to learn in depth C programming to get started with C programming.

## **DESCRIPTION**

C Programming is one of the oldest programming languages around and despite the prevalence of higher-level languages, it continues to empower the world. C is a general-purpose language, ideal for building mostly state-of-the-art system applications like OS kernels, databases, embedded systems, and graphics packages that are used by billions around the world.

This C Programming course introduces the learners to C programming language, which is a basic to advance level for getting into programming. It starts from programming basics and gives a holistic view of the C Programming language, detailing all the aspects of the C language from data types, to operators and expressions, to if statements,



further to loops, arrays, strings, user defined functions, structure, pointers and file handling. The course also provides hands-on training to help you write and test your coding skill, and prepare you for real-life application.

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### Course Outcome

After competing this course, you will be able to:

- Develop a C program
- Control the sequence of the program and give logical outputs
- Implement loop logics
- Implement strings in your C program
- Store different data types in the same memory
- Manage I/O operations in your C program
- Repeat the sequence of instructions and points for a memory location
- Apply code reusability with functions and pointers
- Understand the file handling mechanisms
- Explain the uses of pre-processors and various memory models