K. S. INSTITUTE OF TECHNOLOGY

An Autonomous Institution under VTU, Approved by AICTE

Department of Computer Science and Engineering

FIRST/SECOND SEMESTER SYLLABUS

Course: C Programming Lab		Semester	I/II
Course Code	**25BPSL107E/207E**	CIE Marks	50
Teaching Hours/Week (L:T:P:S)	0:0:2:0	SEE Marks	50
Total Hours of Pedagogy	24	Total Marks	100
Credits	1	Exam Hours	3
Examination type (SEE)	Practical		

Course objectives (Course Skill Set)

1. Elucidate the basic architecture and functionalities of a Computer
2. Apply the concepts of Console I/O and also various statements of C language
3. Explore user-defined data structures like arrays, structures and pointers in implementing solutions to problems
4. Design and Develop Solutions to problems using structured programming constructs such as functions and procedures
5. Apply programming constructs of C language to solve the real-world problems

Note:

1. The laboratory syllabus consists of PART-A and PART-B. While PART-A has 6 conventional experiments, PART-B has 6 typical open-ended experiments. The maximum marks for the laboratory course are 100.
2. Both PART-A and PART-B are considered for CIE and SEE.
3. Students have answer 1(one) question from PART-A and 1(one) question from PART-B.
   a. The questions set for SEE shall be from among the experiments under PART-A. It is evaluated for 70 marks out of the maximum 100 marks.
   b. The open-ended question set for SEE shall be any other open-ended question and not selected from the experiments under PART-A. It shall be evaluated for 30 marks.
4. For continuous internal evaluation, during the semester, classwork, the typical open-ended questions shall be from PART-B, and any other similar questions to enhance the skill of the students

List of Experiments

1. A robot needs to find how far it must travel between two points on a 2D plane. Develop a C program to calculate the straight-line distance between the given coordinates.

2. Develop a C program that takes a student's marks as input and displays their grade based on the following criteria:
   90 and above: Grade
   A 75 to 89: Grade B
   60 to 74: Grade C
   50 to 59: Grade D
   Below 50: Grade F
   Choose a suitable control structure to implement this logic efficiently.
3. Develop a C program that takes a unique identification input like PAN Number, AADHAR_Number, APAAR_Id, Driving License, Passport and checks it against a set of stored KYC records. Based on the input, display whether the individual is verified or not. Use an appropriate control structure to handle multiple possible ID matches. Assume all Unique identification are of integer type.
4. A math app needs to determine the type of roots for a quadratic equation based on user input. Develop a C program to calculate and display the roots based on the given coefficients.

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5. A sensor in a robotic arm needs to calculate the angle of rotation in real-time, but the hardware doesn't support built-in trigonometric functions. Develop a C program to approximate the value of sin(x) using a series expansion method for improved performance.

6. Develop a C program that accepts a course description string and a keyword from the user. Search whether the keyword exists within the course description using appropriate string functions. If found, display: "Keyword '<keyword>' found in the course description." Otherwise, display: "Keyword '<keyword>' not found in the course description."

7. Develop a C program that takes marks for three subjects as input. Use a function to check if the student has passed (minimum 40 marks in each subject). Display the average and whether the student passed or failed.

8. In an ATM system, two account balances need to be swapped temporarily for validation. Develop a C program that accepts two balances and uses a function with pointers to swap them. Display the balances before and after swapping.

PART – B

TYPICAL OPEN-ENDED EXPERIMENTS

Open-ended experiments are a type of laboratory activity where the outcome is not predetermined, and students are given the freedom to explore, design, and conduct the experiment based on the problem statements as per the concepts defined by the course coordinator. It encourages creativity, critical thinking, and inquiry-based learning.

1. A college library has a digital bookshelf system where each book is assigned a unique Book ID. The bookshelf is organized in ascending order of Book IDs. Develop a C Program to quickly find whether a book with a specific Book ID is available in the shelf.

2. A sports teacher has recorded the scores of students in a 100-meter race. To prepare the result sheet, the teacher wants the scores arranged in descending order (from highest to lowest). Develop a C program to sort the scores.

3. A small warehouse tracks how many units of different products are shipped from multiple branches. Another dataset shows how much revenue each product generates per unit. Develop a C program which combines these datasets to calculate the total revenue generated by each branch.

4. A basic mobile contact manager stores first and last names separately. For displaying full names in the contact list, you need to join them manually. Additionally, the system must check the length of each full name to ensure it fits the screen. Perform these operations by developing a C program without using built- in string functions

5. A currency exchange booth allows users to convert between two currencies. Before confirming the exchange, the system simulates a swap of the values to preview the result without actually changing the original data. In other cases, it updates the actual values. Develop a C program that implements both behaviors using Call by Value and Call by reference.

6. A local library needs to store and display details of its books, including title, author, and year of publication. Design a structure that can hold these details and develop a C program to display a list of all books entered

Course outcome(Course Skillset)

At the end of the course, the student will be able to:

CO1: Develop programs in C to solve simple computational problems.
CO2: Make use of C language derived datatypes to solve simple real-world problems.
CO3: Build a document consisting of experiment setup, design, implementation and results with inferences.
CO4**:** Develop modular programs using user-defined functions and pointers for complex computational problems.
CO5: Construct user defined datatypes using structures, unions and enumerations to model simple real- world scenarios

Suggested Learning Resources: (Text Book/ Reference Book/ Manuals):

Textbook:

1. Hassan Afyouni, Behrouz A. Forouzan. "A Structured Programming Approach in C", 4th Edition, Cengage.

Reference books:

1. Schildt, Herbert. "C the complete reference", 4th Edition, Mc GrawHill.
Brian W. Kernighan and Dennis M. Ritchie, The 'C' Programming Language, 2nd edition, Prentice Hall of India.

Web links and Video Lectures (e-Resources):

1. Introduction to Programming in C [https://onlinecourses.nptel.ac.in/noc23_cs02/preview]
2. C for Everyone: Programming Fundamentals [https://www.coursera.org/learn/c-for-everyone]
3. Computer Programming Virtual Lab [https://cse02-iiith.vlabs.ac.in/exp/pointers/]
4. C Programming: The ultimate way to learn the fundamentals of the C language [https://www.pdfdrive.com/c-programming-the-ultimate-way-to-learn-the-fundamentals-of-the-c- language-e187584209.html]
5. C Programming: The Complete Reference [https://viden.io/knowledge/programming-in-c-language/attachment/28313/c-the-complete-reference-herbert-schildt-4th-edition-pdf/preview]

Teaching-Learning Process (Innovative Delivery Methods):

The following are sample strategies that educators may adopt to enhance the effectiveness of the teaching-learning process and facilitate the achievement of course outcomes.

1. Engineering tool usage for the conduction of experiment
2. Demonstration through ICT tools
3. Use of virtual labs (https://www.vlab.co.in/)

Assessment Structure:

The assessment for each course is equally divided between Continuous Internal Evaluation (CIE) and the Semester End Examination (SEE), with each component carrying **50% weightage** (i.e., 50 marks each).

The CIE marks awarded shall be based on the continuous evaluation of the laboratory report using a defined set of rubrics. Each experiment report can be evaluated for 30 marks. The laboratory test (duration 03 hours) at the end of the last week of the semester /after completion of all the experiments (whichever is early) shall be conducted for 50 marks and scaled down to 20 marks. For both CIE and SEE, the student is required to conduct one experiment each from both Part A and Part B.

- To qualify and become eligible to appear for SEE, in the **CIE component**, a student must secure **a minimum of 40% of 50 marks**, i.e., **20 marks**.
- To pass the **SEE component**, a student must secure **a minimum of 35% of 50 marks**, i.e., **18 marks**.
- A student is deemed to have **successfully completed the course** if the **combined total of CIE and SEE is at least 40 out of 100 marks**.