Programming in 'C'		
CHAPTER - 1	Introduction of Programming Languages	
1.1	Types of Languages	
1.2	Evolution of 'C' Language	
1.3	Structure of a 'C' Program	
1.4	'C' Program development life cycle	
1.5	Executing and Debugging a 'C' Program	
CHAPTER - 2	'C' Tokens	
2.1	Keywords and Identifiers	
2.2	Operators	
2.3	Constants	
2.4	Variables	
2.5	Data Types	
2.6	Precedence of Operators	
2.7	Scope and Lifetime of Variables	
CHAPTER - 3	Control Statement and Expressions	
3.1	Decision Making using if statement	
3.2	Types of ifelse block	
3.3	Switch case Block	
3.4	Arithmetic Expressions	
3.5	Evaluation of Expressions	
3.6	GOTO statement	
CHAPTER – 4	Looping	
4.1	Concept of Loop	
4.2	For loop	
4.3	While loop	

4.4	Do while loop
4.5	Jumping in Loop
4.6	break and continue statement
CHAPTER - 5	Arrays and String
5.1	Introduction of Array
5.2	One - D Array
5.3	Two - D Array
5.4	Multidimensional Array
5.5	Dynamic Arrays
5.6	Implementing String Variables
5.7	String handling Functions
CHAPTER - 6	Functions
6.1	Concept of Function
6.2	User defined Function
6.3	System Defined Function
6.4	Types of parameter passing in function
CHAPTER - 7	Pointers
7.1	Need of Pointers
7.2	Types of Pointers
7.3	Pointer Expression
7.4	Arrays of Pointers
7.5	Pointers and Functions
CHAPTER - 8	Structure and Unions
8.1	Need of Structure
8.2	Implementing Structure Variable
8.3	Arrays of Structure

8.4	Structure within Structure	
8.5	Introduction of Unions	
8.6	Difference between Structure and Unions	
CHAPTER - 9	File Handling using 'C'	
9.1	Opening and Closing File	
9.2	Input / Output operations on File	
9.3	Random Access to Files	
9.4	Command Line Arguments	
CHAPTER - 10	Dynamic Memory Allocation	
10.1	Concept of Dynamic Allocation	
10.2	Implementing Malloc and Calloc Functions	
10.3	Releasing the free space	
CHAPTER - 11	Storage Classes and Pre-processor	
11.1	Introduction of Storage Class	
11.2	Types of Storage Classes	
11.3	Introduction of Pre-processor	
11.4	Macro Substitution	
11.5	File Inclusion	
Programming in 'C++'		
CHAPTER - 12	Introduction to Object Oriented Programming	
12.1	Concept of OOP	
12.2	Features of OOP	
12.3	Introduction of 'C++'	
12.4	Structure of 'C++' program	
12.5	Executing and Debugging a 'C++' Program	
CHAPTER - 13	'C++' Tokens and Type Casting	

13.1	Keywords and Identifiers
13.2	Operators
13.3	Constants
13.4	Variables
13.5	Data Types
13.6	Precedence of Operators
13.7	Scope and Lifetime of Variables
CHAPTER - 14	Classes & Objects
14.1	Classes & Object Specifier
14.2	Defining data members and member functions
14.3	Array of objects
14.4	Managing console I/O
14.5	'C++' stream classes
14.6	Formatted and unformatted console I/O
14.7	Usage of manipulators
14.7 <b>CHAPTER – 15</b>	Usage of manipulators  Function in 'C++'
CHAPTER - 15	Function in 'C++'
<b>CHAPTER – 15</b> 15.1	Function in 'C++' Call by reference, Return by reference
15.1 15.2	Function in 'C++'  Call by reference, Return by reference  Function overloading and default arguments
15.1 15.2 15.3	Function in 'C++' Call by reference, Return by reference Function overloading and default arguments Inline function
15.1 15.2 15.3 15.4	Function in 'C++'  Call by reference, Return by reference  Function overloading and default arguments  Inline function  Static class members
15.1 15.2 15.3 15.4 15.5	Function in 'C++' Call by reference, Return by reference Function overloading and default arguments Inline function Static class members Friend functions
15.1 15.2 15.3 15.4 15.5 15.6	Function in 'C++'  Call by reference, Return by reference  Function overloading and default arguments  Inline function  Static class members  Friend functions  Virtual Functions
15.1 15.2 15.3 15.4 15.5 15.6 CHAPTER - 16	Function in 'C++'  Call by reference, Return by reference  Function overloading and default arguments  Inline function  Static class members  Friend functions  Virtual Functions  Constructors and Destructor
15.1 15.2 15.3 15.4 15.5 15.6 CHAPTER - 16	Function in 'C++'  Call by reference, Return by reference  Function overloading and default arguments  Inline function  Static class members  Friend functions  Virtual Functions  Constructors and Destructor  Concept of Constructor

16.4	Usage of destructor
CHAPTER - 17	Operator Overloading
17.1	Overloading Unary and Binary operators
17.2	Overloading using friend function
CHAPTER - 18	Inheritance
18.1	Types of inheritance
18.2	Virtual base classes and abstract base classes
18.3	Constructor and destructor in derived class
CHAPTER - 19	Working with files
19.1	File operations
19.2	File pointer and their manipulation
19.3	File updation with random access
CHAPTER - 20	Exception Handling
20.1	Various Exception Handling classes
20.2	Implementing try and catch block