

# LESSON PLAN

Period	Date	Topic	Unit No.	Teaching Methodology	Remarks	Corrective Action Upon Review
		Unit 7 Problem Solving	I	CRJ		
4	29/12	Definition of a Problem	I	CRJ		
4	29/12	A Grammar for Problem Solving	I	CRJ		
1	30/12	Classification and Referring	I	CRJ		
2	30/12	Algorithming	I	CRJ		
3	31/12	Flowchart	I	CRJ		
4	5/1	Pseudo-code	I	CRJ		
4	5/1	Introduction to Rapid Tool	I	CRJ		
1	6/1	Program evolution	I	CRJ		
2	6/1	Computer language machine symbols	I	CRJ		
3	7/1	and high-level language	I	CRJ		
3	7/1	Creating and running programs: compiling	I	CRJ		
3	12/1	editing, compiling, linking & executing	I	CRJ		
4	19/1	C - Fundamental character set	I	CRJ		
4	19/1	e - Tokens, Identifier, keywords	I	CRJ		
1	20/1	Data types, Constant variables	I	CRJ		
2	20/1	Declarations, Expressions, Statement	I	CRJ		
3	21/1	C - operators	I	CRJ		

4	9/2	Control structure. if statement.	II	CF		
4	9/2	if-else, nested if.	II	CF		
1	10/2	else-if ladder, switch.	II	CF		
2	10/2	Iterative loops. while, do-while,	II	CF		
3	14/2	for statement,	II	CF		
4	16/2	event and counted controlled loops	II	CF		
1/2	17/2	loop's application	II	CF		
4	23/2	break statement, continue statement	II	CF		
4	23/2	goto statement	II	CF		
4	23/2	common statement	II	CF		
		<u>unit - III</u>				
3	25/2	Functioning, boxing	III	CF		
3	25/2	parameter passing	III	CF		
4/4	1/3	Storage class extern, auto,	III	CF		
1	2/3	register, static scope rule,	III	CF		
2	2/3	block structure,	III	CF		
3	3/3	user defined functions.	III	CF		
4	8/3	standard library functions	III	CF		

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1	9/3	Recursive functions,	III	CT		
2	9/3	Recursive solutions	III	CT		
4	10/3	header files, example C programs	III	CT		
4	10/3	passing 1D arrays 2D array as fun	III	CT		
1	16/3	parameter passing mechanism	III	CT		
2	16/3	<del>Storage</del> Arrays	III	CT		
2	16/3	Concepts, declaration,	III	CT		
3	17/3	accessing elements	III	CT		
3	17/3	storage elements	III	CT		
4	22/3	string handling functions	III	CT		
4	22/3	string manipulation	III	CT		
4	29/3	1-D arrays, 2-D arrays	III	CT		
1	30/3	characters	III	CT		
2	30/3	multidimensional arrays	III	CT		
3	31/3	Array applications: matrix operations	III	CT		
<u>Unit IV</u>						
1	6/4	Pointers: pointer definition,	IV	CT		
2	6/4	Pointer concept,	IV	CT		
2	6/4	initializing pointer variable	IV	CT		

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3	7/4	Pointer functions arguments	IV	CF		
3	7/4	Pass by address	IV	CF		
4	12/4	String memory,	IV	CF		
4	12/4	address arithmetic	IV	CF		
1	13/4	char arrays pointers and functions.	IV	CF		
2	13/4	Pointer to pointer	IV	CF		
4	19/4	Pointer and multidimensional array	IV	CF		
4	19/4	dynamic memory management functions	IV	CF		
4	17/4	Command line argument	IV	CF		
1	20/4	derived data types - structures	IV	CF		
1	20/4	declaration definition and	IV	CF		
1	20/4	initialization of structures	IV	CF		
1	20/4	accessing structures	IV	CF		
1	20/4	nested structures	IV	CF		
2	20/4	array of structures	IV	CF		
2	20/4	structures and functions	IV	CF		
2	20/4	pointer to structures	IV	CF		
2	20/4	self referencing structures.	IV	CF		
3	21/4	unions, typedef	IV	CF		
3	21/4	bit fields, program application	IV	CF		

