

LESSON PLAN

Contact Hour (Cumulative)	Unit No.	Topic	Teaching(*) Methodology	Remarks
2 (1)	I	Introduction to programming	Black Board	
3 (2)	I	Components of Computer system	B B	
1 (3)	I	Algorithm & Flow chart	B B	
1 (4)	I	pgm development steps & keywords	PPT	
2 (5)	I	C - tokens & Data types	B B	
2(6), 3(7)	I	operators	B B	
1(8)	I	precedence & Associativity	B B	
1(9)	I	Structure of C program	B B	
2(10)	I	I/O statements & Ex-program	PPT	
2(11), 3(12)	II	Decision statements - if, if-else nested & ladder	B B	
1(13)	II	while & do-while	B B	
1(14)	II	for, example programs	PPT	
2(15)	II	Triangle programs	B B	
2(16), 3(17)	II	Jumping stmts & Arrays	B B	
1(18)	II	Accessing, Declaring, Initializing Array elements	PPT	
1(19)	II	Introduction to strings	B B	
2(20)	II	String functions	B B	
2(21)	II	examples of string functions	B B	

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3(22)	<u>III</u>	Introduction to functions	PPT	
1(23)	<u>III</u>	Categories of functions	PPT	
2(24)	<u>III</u>	parameter passing Tech	BB	
2(25), 3(26)	<u>III</u>	Call by value & Reference	BB	
1(27)	<u>III</u>	passing Array functions	BB	
2(28)	<u>III</u>	Recursion function	BB	
2(29), 3(30)	<u>III</u>	Storage classes Δ command line Arguments	PPT	
1(31)	<u>III</u>	pointers: De & Definition	BB	
1(32)	<u>III</u>	function to ptr & ptr to ptr	BB	
2(33)	<u>III</u>	arrays to ptr & pg programs	PPT	
2(34)	<u>III</u>	ptr arithmetic & eg.	BB	
3(35)	<u>IV</u>	Introduction to structures	BB	
1(36)	<u>IV</u>	Accessing Structure elements	BB	
1(37)	<u>IV</u>	Array or structures in structures	BB	
2(38)	<u>IV</u>	ptr to structure & self ref	BB	
2(39), 3(40)	<u>IV</u>	passing Structures to fun	BB	
1(40)	<u>IV</u>	nested structures & unions	PPT	
1(41)	<u>IV</u>	programs on structures	BB	
2(42)	<u>IV</u>	programs on Unions.	BB	

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