

CS11001/CS11002 Programming and Data Structures Autumn/Spring Semesters

Introduction

Department of Computer Science & Engineering
Indian Institute of Technology, Kharagpur

Last modified: July 8, 2010

Syllabus

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- Introduction to digital computers

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- Basic programming constructs
 - Variables and simple data types
 - Assignments
 - Input/output
 - Conditions and branching
 - Loops and iteration
 - Iterative searching and sorting algorithms

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- Introduction to digital computers
- Basic programming constructs
 - Variables and simple data types
 - Assignments
 - Input/output
 - Conditions and branching
 - Loops and iteration
 - Iterative searching and sorting algorithms
- Advanced programming constructs
 - Functions and recursion
 - Recursive sorting algorithms
 - Arrays and strings
 - Structures
 - Pointers and dynamic memory allocation

Syllabus (contd.)

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- Performance analysis of programs

Syllabus (contd.)

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- Data structures
 - Abstract data types
 - Ordered lists
 - Stacks and queues

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- Data structures
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Programming language: C

Textbooks and references

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Use any standard textbook on **ANSI C**

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Do **not** use books written on specific C compilers (Turbo C, gcc)

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- 1 Brian W. Kernighan and Dennis M. Ritchie, *The C Programming Language*, Prentice Hall of India.
- 2 E. Balaguruswamy, *Programming in ANSI C*, Tata McGraw-Hill.
- 3 Byron Gottfried, *Schaum's Outline of Programming with C*, McGraw-Hill.
- 4 P. Dey and M. Ghosh, *Programming in C*, Oxford University Press.

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- 5 Seymour Lipschutz, *Data Structures*, Schaum's Outlines Series, Tata McGraw-Hill.
- 6 Ellis Horowitz, Satraj Sahni and Susan Anderson-Freed, *Fundamentals of Data Structures in C*, W. H. Freeman and Company.
- 7 R. G. Dromey, *How to Solve it by Computer*, Prentice-Hall of India.

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- 8 <http://cse.iitkgp.ac.in/~pds/notes/>
- 9 <http://cse.iitkgp.ac.in/~pds/notes/swf/>

Marks distribution

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- Final marks of a student: $M = m \times \alpha$, where
 - m = Total marks obtained in 100, and
 - α = Classes attended / Total number of classes.

Tentative schedule of theory tests

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- Class Test 1: First week of September/February

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- Class Test 2: First week of November/April

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- End-Semester Test: As per institute schedule

Tentative schedule of theory tests

- Class Test 1: First week of September/February
- Mid-semester Test: As per institute schedule
- Class Test 2: First week of November/April
- End-Semester Test: As per institute schedule
- Two or three lab tests are conducted by respective lab instructors

Tentative schedule for coverage

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- Before Class Test 1: Until “iterations” (all loop constructs)

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Tentative schedule for coverage

- Before Class Test 1: Until “iterations” (all loop constructs)
- Before MidSem Test: Until “introduction to pointers”
- Before Class Test 2: Until “linked structures”
- Before EndSem Test: Everything

How to write C programs

Skeleton of a C program

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Include header files

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Declare global variables, constants and function prototypes

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Function bodies

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Skeleton of a C program

Include header files

Declare global variables, constants and function prototypes

Function bodies

There must be a **main** function in any C program.

A complete example

```
#include <stdio.h>

#define PI_4_BY_3 4.1887902048

double radius = 10;

double sphereVol ( double r )
{
    return PI_4_BY_3 * r * r * r;
}

main ()
{
    double area;
    area = sphereVol(radius);
    printf("Radius = %lf, volume = %lf.\n", radius, area);
}
```


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main ()
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    printf("Hello, world!\n");
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main ()
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This program takes no input, but outputs the string
 “Hello, world!”
in a line.

The short-circuit program

```
#include <stdio.h>

main ()
{
    int n;

    scanf ("%d", &n);
    printf ("%d\n", n);
}
```

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```
#include <stdio.h>

main ()
{
    int n;

    scanf ("%d", &n);
    printf ("%d\n", n);
}
```

This program accepts an integer as input and outputs the same integer.

The square finder

```
#include <stdio.h>

main ()
{
    int n;

    scanf ("%d", &n);
    printf ("%d\n", n*n);
}
```

The square finder

```
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main ()
{
    int n;

    scanf ("%d", &n);
    printf ("%d\n", n*n);
}
```

This program takes an integer n as input and outputs the square n^2 of n .

A faulty reciprocal finder

```
#include <stdio.h>

main ()
{
    int n;

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    printf("%d\n",1/n);
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```

A faulty reciprocal finder

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main ()
{
    int n;

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```

The division $1/n$ is of integers (quotient).

A faulty reciprocal finder

```
#include <stdio.h>

main ()
{
    int n;

    scanf ("%d", &n);
    printf ("%d\n", 1/n);
}
```

The division $1/n$ is of integers (quotient).

The format `%d` is for printing integers.

The correct reciprocal finder

```
#include <stdio.h>

main ()
{
    int n;

    scanf("%d",&n);
    printf("%f\n",1.0/n);
}
```

PDS Laboratory

Getting started

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- Switch on your **monitor**.

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Getting started

- Switch on your **monitor**.
- Switch on your **PC**.
- Allow the machine to **boot**. Wait until the log in prompt comes.
- Supply your **log-in** and **password**:

```
Login: s<nn>
```

```
Password: s<nn>
```

- Here *s* is your section (a for 1, b for 2, and so on)
- <nn> is the number of your PC.

This opens your **window manager** (usually KDE) with **icons**, the **bottom panel**, and so on. You are now ready to start your work.

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- Go to the shell and **compile** your program:

```
cc myprog.c
```

If compilation is successful, an **executable** called `a.out` will be created.

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- **Run** your program:

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./a.out
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- Continue your edit-compile-debug-run-debug cycle.

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- Switch off your monitor.

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 - “File -> Save buffer as” (to another file)
- **Save your file once in every 15 minutes.**

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- You need to save the file by clicking on the appropriate icon (disk).
- **Save your file once in every 15 minutes.**

A practice program

```
#include <stdio.h>

char name[100];
int i;

main ()
{
    printf("Hello, may I know your full name? ");
    scanf("%s",name);
    printf("Welcome %s.\n",name);
    printf("Your name printed backward is : ");
    for (i=strlen(name)-1; i>=0; --i)
        printf("%c",name[i]);
    printf("\n");
}
```

A practice program (corrected)

```
#include <stdio.h>

char name[100];
int i;

main ()
{
    printf("Hello, may I know your full name? ");
    fgets(name,100,stdin);
    name[strlen(name)-1] = '\0';
    printf("Welcome %s.\n",name);
    printf("Your name printed backward is : ");
    for (i=strlen(name)-1; i>=0; --i)
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 - `http://cse.iitkgp.ac.in/~pds/`

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- Use **xpdf** in order to view PDF files.

```
xpdf newassgn.pdf
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Assignments and submissions

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- If your assignment is a **PDF** file, save it to your machine.
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- Consult your lab instructor to know how to submit your programs.

Some useful Unix commands

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- Copy a file to another: `cp file1.c file2.c`

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- Copy a file to a directory: `cp file1.c progs/file3.c`

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- View a file: `cat filename`
- Copy a file to another: `cp file1.c file2.c`
- Copy a file to a directory: `cp file1.c progs/file3.c`
- Move a file to another: `mv file1.c file2.c`

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- Move a file to another: `mv file1.c file2.c`
- Move a file to a directory: `mv file1.c progs/file3.c`
- Delete a file: `rm filename`