

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

Syllabus

- Introduction to digital computers

Syllabus

- 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

Syllabus

- 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.)

Syllabus (contd.)

- Performance analysis of programs

Syllabus (contd.)

- Performance analysis of programs
- Data structures
 - Abstract data types
 - Ordered lists
 - Stacks and queues

Syllabus (contd.)

- Performance analysis of programs
- Data structures
 - Abstract data types
 - Ordered lists
 - Stacks and queues

Programming language: C

Textbooks and references

Textbooks and references

Use any standard textbook on **ANSI C**

Textbooks and references

Use any standard textbook on **ANSI C**

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

Textbooks and references

Use any standard textbook on **ANSI C**

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

- 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.

Textbooks and references

Textbooks and references

- 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.

Textbooks and references

- 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.

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

Marks distribution

Marks distribution

- Two class tests: $10 \times 2 = 20$

Marks distribution

- Two class tests: $10 \times 2 = 20$
- Mid-semester test: 30

Marks distribution

- Two class tests: $10 \times 2 = 20$
- Mid-semester test: 30
- End-semester test: 50

Marks distribution

- Two class tests: $10 \times 2 = 20$
- Mid-semester test: 30
- End-semester test: 50

- Final marks of a student: $M = m \times \alpha$, where

Marks distribution

- Two class tests: $10 \times 2 = 20$
- Mid-semester test: 30
- End-semester test: 50

- Final marks of a student: $M = m \times \alpha$, where
 - m = Total marks obtained in 100, and

Marks distribution

- Two class tests: $10 \times 2 = 20$
- Mid-semester test: 30
- End-semester test: 50

- 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

Tentative schedule of theory tests

- Class Test 1: First week of September/February

Tentative schedule of theory tests

- Class Test 1: First week of September/February
- Mid-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

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

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

Tentative schedule for coverage

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

Tentative schedule for coverage

- Before Class Test 1: Until “iterations” (all loop constructs)
- Before MidSem Test: Until “introduction to pointers”

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”

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

How to write C programs

Skeleton of a C program

Include header files

How to write C programs

Skeleton of a C program

Include header files

Declare global variables, constants and function prototypes

How to write C programs

Skeleton of a C program

Include header files

Declare global variables, constants and function prototypes

Function bodies

How to write C programs

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);
}
```

The traditional starter

```
#include <stdio.h>

main ()
{
    printf("Hello, world!\n");
}
```

The traditional starter

```
#include <stdio.h>

main ()
{
    printf("Hello, world!\n");
}
```

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);
}
```

The short-circuit program

```
#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

```
#include <stdio.h>

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;

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

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).

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

Getting started

- Switch on your **monitor**.

Getting started

- Switch on your **monitor**.
- Switch on your **PC**.

Getting started

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

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.

Getting started

Getting started

- Click on the **terminal** icon to open a **shell** (command prompt).

Getting started

- Click on the **terminal** icon to open a **shell** (command prompt).
- Edit your program (new or already existing) by an editor.

```
emacs myprog.c &
```

Getting started

- Click on the **terminal** icon to open a **shell** (command prompt).
- Edit your program (new or already existing) by an editor.
`emacs myprog.c &`
- Write your program in the editor and **save** it.

Getting started

- Click on the **terminal** icon to open a **shell** (command prompt).
- Edit your program (new or already existing) by an editor.

```
emacs myprog.c &
```

- Write your program in the editor and **save** it.
- Go to the shell and **compile** your program:

```
cc myprog.c
```

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

Getting started

- Click on the **terminal** icon to open a **shell** (command prompt).
- Edit your program (new or already existing) by an editor.

```
emacs myprog.c &
```

- Write your program in the editor and **save** it.
- Go to the shell and **compile** your program:

```
cc myprog.c
```

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

- **Run** your program:

```
./a.out
```

Getting started

- Click on the **terminal** icon to open a **shell** (command prompt).
- Edit your program (new or already existing) by an editor.

```
emacs myprog.c &
```

- Write your program in the editor and **save** it.
- Go to the shell and **compile** your program:

```
cc myprog.c
```

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

- **Run** your program:

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

Getting started

Getting started

- **Close** all the windows you opened.

Getting started

- **Close** all the windows you opened.
- **Log out** from your window manager. This leaves you again in the log-in console.

Getting started

- **Close** all the windows you opened.
- **Log out** from your window manager. This leaves you again in the log-in console.
- Select the item to **shut down** the machine. Wait until the machine completely shuts down.

Getting started

- **Close** all the windows you opened.
- **Log out** from your window manager. This leaves you again in the log-in console.
- Select the item to **shut down** the machine. Wait until the machine completely shuts down.
- Switch off your monitor.

Using emacs

Using emacs

- **emacs** is a powerful text editor.

Using emacs

- **emacs** is a powerful text editor.
- Run emacs as: `emacs myprog.c &`

Using emacs

- **emacs** is a powerful text editor.
- Run emacs as: `emacs myprog.c &`
- Type in your program in the text area

Using emacs

- **emacs** is a powerful text editor.
- Run emacs as: `emacs myprog.c &`
- Type in your program in the text area
- Navigate with mouse and cursor keys

Using emacs

- **emacs** is a powerful text editor.
- Run emacs as: `emacs myprog.c &`
- Type in your program in the text area
- Navigate with mouse and cursor keys
- Save your file before closing emacs.

Using emacs

- **emacs** is a powerful text editor.
- Run emacs as: `emacs myprog.c &`
- Type in your program in the text area
- Navigate with mouse and cursor keys
- Save your file before closing emacs.
 - “File -> Save (Current buffer)”

Using emacs

- **emacs** is a powerful text editor.
- Run emacs as: `emacs myprog.c &`
- Type in your program in the text area
- Navigate with mouse and cursor keys
- Save your file before closing emacs.
 - “File -> Save (Current buffer)”
 - Click the save button (disk)

Using emacs

- **emacs** is a powerful text editor.
- Run emacs as: `emacs myprog.c &`
- Type in your program in the text area
- Navigate with mouse and cursor keys
- Save your file before closing emacs.
 - “File -> Save (Current buffer)”
 - Click the save button (disk)
 - “File -> Save buffer as” (to another file)

Using emacs

- **emacs** is a powerful text editor.
- Run emacs as: `emacs myprog.c &`
- Type in your program in the text area
- Navigate with mouse and cursor keys
- Save your file before closing emacs.
 - “File -> Save (Current buffer)”
 - Click the save button (disk)
 - “File -> Save buffer as” (to another file)
- **Save your file once in every 15 minutes.**

Using gvim

Using gvim

- **gvim** is another powerful text editor.

Using gvim

- **gvim** is another powerful text editor.
- Run gvim as: `gvim myprog.c`

Using gvim

- **gvim** is another powerful text editor.
- Run gvim as: `gvim myprog.c`
- Hit Insert before you start typing matter

Using gvim

- **gvim** is another powerful text editor.
- Run gvim as: `gvim myprog.c`
- Hit Insert before you start typing matter
- You will exit the insert mode if you hit Insert when you are already in the insert mode

Using gvim

- **gvim** is another powerful text editor.
- Run gvim as: `gvim myprog.c`
- Hit Insert before you start typing matter
- You will exit the insert mode if you hit Insert when you are already in the insert mode
- Hit Esc to exit insert mode

Using gvim

- **gvim** is another powerful text editor.
- Run gvim as: `gvim myprog.c`
- Hit Insert before you start typing matter
- You will exit the insert mode if you hit Insert when you are already in the insert mode
- Hit Esc to exit insert mode
- When in doubt, it is safe to hit Esc several times to come back to view mode

Using gvim

- **gvim** is another powerful text editor.
- Run gvim as: `gvim myprog.c`
- Hit Insert before you start typing matter
- You will exit the insert mode if you hit Insert when you are already in the insert mode
- Hit Esc to exit insert mode
- When in doubt, it is safe to hit Esc several times to come back to view mode
- Navigate with mouse and cursor keys

Using gvim

- **gvim** is another powerful text editor.
- Run gvim as: `gvim myprog.c`
- Hit Insert before you start typing matter
- You will exit the insert mode if you hit Insert when you are already in the insert mode
- Hit Esc to exit insert mode
- When in doubt, it is safe to hit Esc several times to come back to view mode
- Navigate with mouse and cursor keys
- You need to save the file by clicking on the appropriate icon (disk).

Using gvim

- **gvim** is another powerful text editor.
- Run gvim as: `gvim myprog.c`
- Hit Insert before you start typing matter
- You will exit the insert mode if you hit Insert when you are already in the insert mode
- Hit Esc to exit insert mode
- When in doubt, it is safe to hit Esc several times to come back to view mode
- Navigate with mouse and cursor keys
- 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)
        printf("%c",name[i]);
    printf("\n");
}
```

Using a web browser

Using a web browser

- Open a web browser: **mozilla** or **konqueror**.

Using a web browser

- Open a web browser: **mozilla** or **konqueror**.
- Set a **proxy**:

Using a web browser

- Open a web browser: **mozilla** or **konqueror**.
- Set a **proxy**:
 - 10.3.100.211:8080
 - 10.3.100.212:8080
 - 144.16.192.218:8080
 - 144.16.192.245:8080
 - 144.16.192.247:8080

Using a web browser

- Open a web browser: **mozilla** or **konqueror**.
- Set a **proxy**:
 - 10.3.100.211:8080
 - 10.3.100.212:8080
 - 144.16.192.218:8080
 - 144.16.192.245:8080
 - 144.16.192.247:8080
- Bypass proxy for local machines.

Using a web browser

- Open a web browser: **mozilla** or **konqueror**.
- Set a **proxy**:
 - 10.3.100.211:8080
 - 10.3.100.212:8080
 - 144.16.192.218:8080
 - 144.16.192.245:8080
 - 144.16.192.247:8080
- Bypass proxy for local machines.
- Type in a URL (web address) in the location field

Using a web browser

- Open a web browser: **mozilla** or **konqueror**.
- Set a **proxy**:
 - 10.3.100.211:8080
 - 10.3.100.212:8080
 - 144.16.192.218:8080
 - 144.16.192.245:8080
 - 144.16.192.247:8080
- Bypass proxy for local machines.
- Type in a URL (web address) in the location field
 - <http://cse.iitkgp.ac.in/~pds/>

Using a web browser

- Open a web browser: **mozilla** or **konqueror**.
- Set a **proxy**:
 - 10.3.100.211:8080
 - 10.3.100.212:8080
 - 144.16.192.218:8080
 - 144.16.192.245:8080
 - 144.16.192.247:8080
- Bypass proxy for local machines.
- Type in a URL (web address) in the location field
 - <http://cse.iitkgp.ac.in/~pds/>
 - <http://cse.iitkgp.ac.in/~pds/semester/2010a/>

Using a web browser

- Open a web browser: **mozilla** or **konqueror**.
- Set a **proxy**:
 - 10.3.100.211:8080
 - 10.3.100.212:8080
 - 144.16.192.218:8080
 - 144.16.192.245:8080
 - 144.16.192.247:8080
- Bypass proxy for local machines.
- Type in a URL (web address) in the location field
 - <http://cse.iitkgp.ac.in/~pds/>
 - <http://cse.iitkgp.ac.in/~pds/semester/2010a/>
 - <http://cse.iitkgp.ac.in/~pds/notes/>

Assignments and submissions

Assignments and submissions

- Click the link on the day's assignment.

Assignments and submissions

- Click the link on the day's assignment.
- If your assignment is a **PDF** file, save it to your machine.

Assignments and submissions

- Click the link on the day's assignment.
- If your assignment is a **PDF** file, save it to your machine.
- Use **xpdf** in order to view PDF files.

```
xpdf newassgn.pdf
```

Assignments and submissions

- Click the link on the day's assignment.
- If your assignment is a **PDF** file, save it to your machine.
- Use **xpdf** in order to view PDF files.

```
xpdf newassgn.pdf
```

- Consult your lab instructor to know how to submit your programs.

Some useful Unix commands

Some useful Unix commands

- Create a directory: `mkdir progs`

Some useful Unix commands

- Create a directory: `mkdir progs`
- Go to a new directory: `cd progs/`

Some useful Unix commands

- Create a directory: `mkdir progs`
- Go to a new directory: `cd progs/`
- Go to the parent directory: `cd ../`

Some useful Unix commands

- Create a directory: `mkdir progs`
- Go to a new directory: `cd progs/`
- Go to the parent directory: `cd ../`
- List all files in a directory: `ls -lF`

Some useful Unix commands

- Create a directory: `mkdir progs`
- Go to a new directory: `cd progs/`
- Go to the parent directory: `cd ../`
- List all files in a directory: `ls -lF`
- View a file: `cat filename`

Some useful Unix commands

- Create a directory: `mkdir progs`
- Go to a new directory: `cd progs/`
- Go to the parent directory: `cd ../`
- List all files in a directory: `ls -lF`
- View a file: `cat filename`
- Copy a file to another: `cp file1.c file2.c`

Some useful Unix commands

- Create a directory: `mkdir progs`
- Go to a new directory: `cd progs/`
- Go to the parent directory: `cd ../`
- List all files in a directory: `ls -lF`
- 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`

Some useful Unix commands

- Create a directory: `mkdir progs`
- Go to a new directory: `cd progs/`
- Go to the parent directory: `cd ../`
- List all files in a directory: `ls -lF`
- 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`

Some useful Unix commands

- Create a directory: `mkdir progs`
- Go to a new directory: `cd progs/`
- Go to the parent directory: `cd ../`
- List all files in a directory: `ls -lF`
- 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`
- Move a file to a directory: `mv file1.c progs/file3.c`

Some useful Unix commands

- Create a directory: `mkdir progs`
- Go to a new directory: `cd progs/`
- Go to the parent directory: `cd ../`
- List all files in a directory: `ls -lF`
- 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`
- Move a file to a directory: `mv file1.c progs/file3.c`
- Delete a file: `rm filename`