6 . Course Information

6 . 1 Course Content

Title of the Course   : PRINCIPLES OF PROGRAMMING USING C

Semester : 1   **Academic Year : 2023-24**

Subject Code : BPOPS103	IA Marks : 50
Hours/week : 4	Total Hours : 40
Exam Hours : 5	Exam Marks : 50
Course Plan Author : Pallavi	Planned Date : 2023-11-20
Approved by : Dr Adarsh Moras Joseph	Approved Date : 2023-11-20

Objectives:

1 . Elucidate the basic architecture and functionalities of a Computer

2 . Apply programming constructs of C language to solve the real-world problems

3 . Explore user-defined data structures like arrays, structures and pointers in implementing solutions to problems

4 . Design and Develop Solutions to problems using structured programming constructs such as functions and procedures

Course Outcomes (COs) :

1 . Elucidate the basic architecture and functionalities of a computer and also recognize the hardware parts.

2 . Apply programming constructs of C language to solve the real world problem

3 . Explore user-defined data structures like arrays in implementing solutions to problems like searching and sorting

4 . Explore user-defined data structures like structures, unions and pointers in implementing solutions

5 . Design and Develop Solutions to problems using modular programming constructs using functions

6 . Course Information

6 . 1 Course Content

Title of the Course : INTRODUCTION TO C++ PROGRAMMING
Semester : 2   **Academic Year : 2023-24**

Subject Code : BPLCK205D	IA Marks : 50
Hours/week : 4	Total Hours : 50
Exam Hours : 3	Exam Marks : 50
Course Plan Author : Pallavi	Planned Date : 2024-03-06
Approved by : Dr Adarsh Moras Joseph	Approved Date : 2024-03-06

Objectives:

1 . Understanding about object oriented programming and Gain knowledge about the capability to store information together in an object.

2 . Understand the capability of a class to rely upon another class and functions

3 . Understand about constructors which are special type of functions.

4 . Create and process data in files using file I/O functions

5 . Use the generic programming features of C++ including Exception handling

Course Outcomes (COs) :

1 . Able to understand and design the solution to a problem using object-oriented\nprogramming concepts

2 . Able to reuse the code with extensible Class types, User-defined operators and\nfunction Overloading

3 . Achieve code reusability and extensibility by means of Inheritance and\nPolymorphism

4 . Implement the features of C++ including templates, exceptions and file handling for\nproviding programmed solutions to complex problems