Jai Parkash Mukand Lal Innovative Engineering & Technology Institute (JMIETI)

Department of Computer Science & Engineering

Lesson Plan

Name: - Mr. Sumit Kumar Mahana **Subject Name: -** PPS

Branch/Semester: - 2nd Sem/ CSE **Subject Code: -** B23-ESC-101

Sr. No.	Lecture No.	Topics To Be Covered	Pedagogy
1.	L-1	Unit-1 Introduction to Programming	Chalk & Board
2.	L-2	Introduction to Components of a computer system	Chalk & Board
3.	L-3	Introduction to Disks	Chalk & Board
4.	L-4	Memory & its types	Chalk & Board
5.	L-5	Introduction to Processor	Chalk & Board
6.	L-6	Operating System & its Functions	Chalk & Board
7.	L-7	Introduction to Compiler	Chalk & Board
8.	L-8	Algorithm Writing	Chalk & Board
9.	L-9	Flowchart & its importance	Chalk & Board
10.	L-10	Construction of flowcharts	Chalk & Board
11.	L-11	Pseudocode with examples	Chalk & Board
12.	L-12	Importance of pseudocode	Chalk & Board
13.	L-13	Unit-2 C language variables & data types	Chalk & Board
14.	L-14	Syntax & Logical Errors	Chalk & Board
15.	L-15	Object and executable code	Chalk & Board
16.	L-16	Various Operators in C programming	Chalk & Board
17.	L-17	Precedence of operators	Chalk & Board
18.	L-18	Conditional branching & loops	Chalk & Board
19.	L-19	Unit-3 Arrays	Chalk & Board
20.	L-20	Character arrays & Strings	Chalk & Board
21.	L-21	Structures in C	Chalk & Board
22.	L-22	Array of Structures	Chalk & Board
23.	L-23	Pointers in C	Chalk & Board

24.	**L-24**	Use of Pointers in self-referential structures	Chalk & Board
25.	**L-25**	Notion of linked list	Chalk & Board
26.	**L-26**	Introduction of Functions	Chalk & Board
27.	**L-27**	Functions including using built-in libraries	Chalk & Board
28.	**L-28**	Parameter passing in functions	Chalk & Board
29.	**L-29**	Call by value	Chalk & Board
30.	**L-30**	Unit-4 Call by Reference	Chalk & Board
31.	**L-31**	Recursion- Definition	Chalk & Board
32.	**L-32**	Recursion as a different way of solving problems	Chalk & Board
33.	**L-33**	Finding Factorial by using recursion	Chalk & Board
34.	**L-34**	Fibonacci series generation by using recursion	Chalk & Board
35.	**L-35**	Example programs to implement call by value concept	Chalk & Board
36.	**L-36**	Example programs to implement call by reference concept	Chalk & Board
37.	**L-37**	Differentiate between call by value & call by reference	Chalk & Board
38.	**L-38**	Introduction to File Handling	Chalk & Board
39.	**L-39**	Different Modes used in File handling	Chalk & Board
40.	**L-40**	Example Programs to implement File Handling in C	Chalk & Board

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