

ADVANCED C LANGUAGE PROGRAMMING

General:

This course provides experienced C Language Programmers with additional insights into the language. The student is given an in-depth understanding of the use of pointers, arrays, and structures in C Language, and is prepared to use these language facilities to write readable, portable, and efficient C Language Programs.

Objectives:

Upon successful completion of this course, the student will be able to:

- Evaluate simple and complex expressions
- Effectively use expressions involving side effects
- Describe and use all C Language basic and derived data types
- Describe the attributes and results of all C Language operators
- Explain the scope and storage class of C Language objects
- Declare and use pointer data types and multi-levels of indirection
- Describe pointer arithmetic and use it to access array elements
- Declare and use single and multi-dimensional arrays
- Declare and use pointers to arrays and arrays of pointers
- Describe the difference between an array of pointers and a multi-dimensional array
- Reference single and multi-dimensional array elements using both pointers and array subscripting
- Declare and use structure data types including pointers to structures
- Declare and use functions returning pointers and structures
- Declare and use pointers to functions
- Dynamically allocate space and write functions to perform linked list processing

Audience:

Experienced C Language Applications Programmers, and Systems Programmers.

Prerequisites:

At least three (3) months of C Language Programming experience.

Duration:

Five (5) days including classroom lecture and lab sessions.

**ADVANCED C LANGUAGE PROGRAMMING
COURSE OUTLINE**

I. EXPRESSIONS, OBJECTS, AND LVALUES

- A. Evaluating Expressions
- B. Expression Side Effects
- C. Objects and Data Types
- D. Lvalues and Constants

II. DATA TYPES, CONSTANTS, AND VARIABLES

- A. Basic Data Types
- B. Constant Data Types
- C. Variable Data Types
- D. Derived Data Types
- E. Data Type Renaming - typedef

III. SCOPE AND STORAGE CLASS

- A. Internal Scope
- B. External Scope
- C. Extending Scope
- D. Storage Class
 - 1. Automatic
 - 2. External
 - 3. Static
 - 4. Register

IV. OPERATORS AND OPERANDS

- A. Operator Attributes
 - 1. Operator Action
 - 2. Number of Operands
 - 3. Precedence Level
 - 4. Associativity Direction
- B. Operand Attributes
 - 1. Data Type Restrictions
 - 2. Lvalue Requirements
- C. Expression Evaluation Result
 - 1. Data Type
 - 2. Value
 - 3. Lvalue
 - 4. Side Effects

V. ARRAYS AND POINTERS

- A. Multi Dimensional Arrays
- B. Pointer - Array Relationship
- C. Pointer Arithmetic
- D. Valid Pointer Operations
- E. Multiple Pointers to an Array
- F. Array Subscripting vs. Pointers
- G. Arrays of Pointers
- H. Multiple Levels of Indirection

VI. STRUCTURES AND POINTERS

- A. Structure Review
 - 1. Structure Definition
 - 2. Structure Declaration
- B. Structure Holes
- C. Nested Structures
- D. Arrays of Structures
- E. Pointers to Structures
- F. Structures Containing Pointers
- G. Structure Variations
 - 1. Unions
 - 2. Bit Fields
 - 3. Enumerations

VII. FUNCTIONS AND POINTERS

- A. Function Declaration
 - 1. Old Style
 - 2. Function Prototypes (ANSI)
- B. Function Arguments and Parameters
 - 1. Basic Data Types
 - 2. Pointers to Basic Data Types
 - 3. Single and Multi-Dimensional Arrays
 - 4. Structures and Pointers to Structures
- C. Function Return Types
 - 1. void Data Type Functions
 - 2. Basic Data Type Functions
 - 3. Pointer to Data Type Functions
 - 4. Structure Data Type Functions
- D. Pointers to Functions
 - 1. Declaring Pointers to Functions
 - 2. Pointers to Functions as Formal Parameter
 - 3. Arrays of Pointers to Functions
 - 4. Functions Returning Pointers to Functions

VIII. DYNAMIC MEMORY ALLOCATION & LINKED LISTS

- A. Dynamic Memory Allocation
 - 1. Dynamic Memory Allocation Concepts
 - 2. Library Function: `malloc`
 - 3. Library Function: `free`
- B. Linked Lists
 - 1. Linked List Concepts
 - 2. Linear Linked List
 - 3. Bi-directional Linked List
 - 4. Linked List Conclusions