

## Advance C - Programming

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1. Advanced data types & qualifiers
  - a. Register, volatile
  - b. externs
2. Pointers unleashed
  - a. Passing pointers to functions
  - b. Returning pointers
  - c. Double pointers
3. Arrays and pointers
  - a. When arrays can be pointers and when not?
  - b. Pointer representation of arrays
4. Function pointers
  - a. Polymorphic design using function pointers
5. Standard library
6. File IO
7. Memory management
  - a. Concepts of heap, stack.
8. Basics of Make files
  - a. Project management using make.
9. Creating Libraries
  - a. Shared Libraries
  - b. Static Libraries
10. Debugging techniques