

Advance C - Programming

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