

M.Sc. (Computer Science)
Semester-1
MSCS-1-01P: Computer Programming Lab

Total Marks: 50
External Marks: 15
Internal Marks: 35
Credits: 2
Pass Percentage: 40%

Course: Computer Programming Lab	
Course Code: MSCS-1-01P	
Course Outcomes (COs)	
After the completion of this course, the students will be able to:	
CO1	Develop C programs to solve simple mathematical and decision making problems.
CO2	Develop, Debug and Execute programs to demonstrate the applications of arrays in C
CO3	Develop, Debug and Execute programs to demonstrate decision making and looping constructs in C
CO4	Develop, Debug and Execute programs to demonstrate the basic concepts of pointers in C
CO5	Demonstrate the use of various OOPs concepts with the help of programs.

Detailed List of Programs:

Programme No.	Name of Program
P1	Write a simple program that prints "Hello, World!" to the console.
P2	Take two numbers as input and display their sum.
P3	Generate and print the multiplication table for a given number.
P4	Compute the factorial of a given number.
P5	Check whether a given number is prime or not.
P6	Generate and display the Fibonacci series up to a specified number of terms.
P7	Determine if a given number or string is a palindrome.
P8	Reverse a given string without using library functions.
P9	Implement a sorting algorithm (e.g., bubble sort, selection sort) for an array of integers.

P10	Search for an element in an array using linear search.
P11	Implement binary search for a sorted array.
P12	Perform addition of two matrices.
P13	Find and display the transpose of a matrix.
P14	Implement a program to calculate the power of a number using recursion.
P15	Create a basic calculator program that performs addition, subtraction, multiplication, and division.
P16	Compute the factorial of a number using a recursive function.
P17	Check whether a given number is an Armstrong number.
P18	Calculate the GCD of two numbers using Euclidean Algorithm.
P19	Convert a decimal number to its binary equivalent.
P20	Reverse the words in a given sentence without using library functions.