



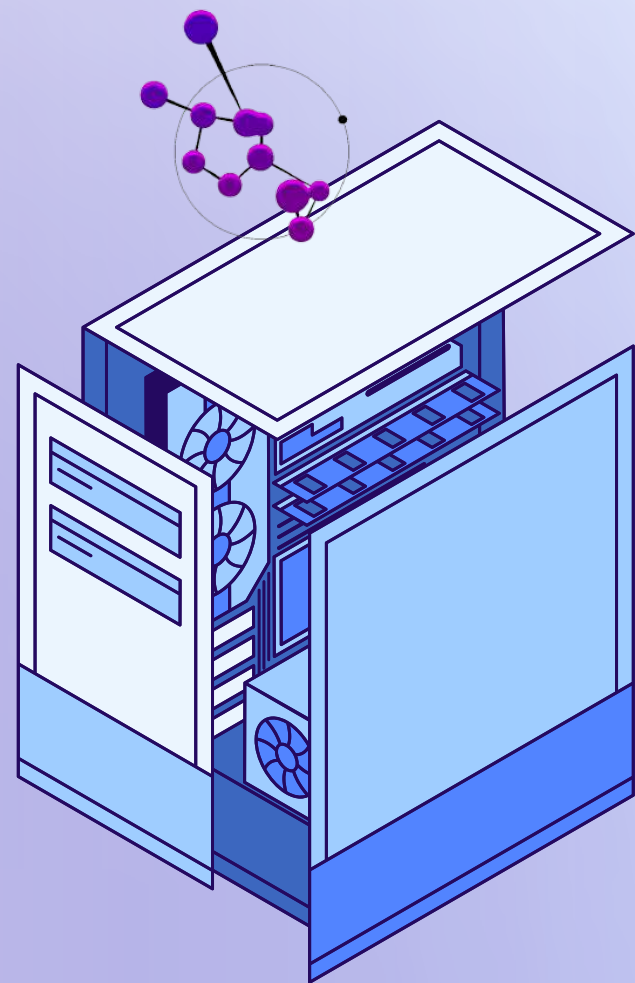
BinaryStack Technologies

# COMPLETE LOGIC BUILDING

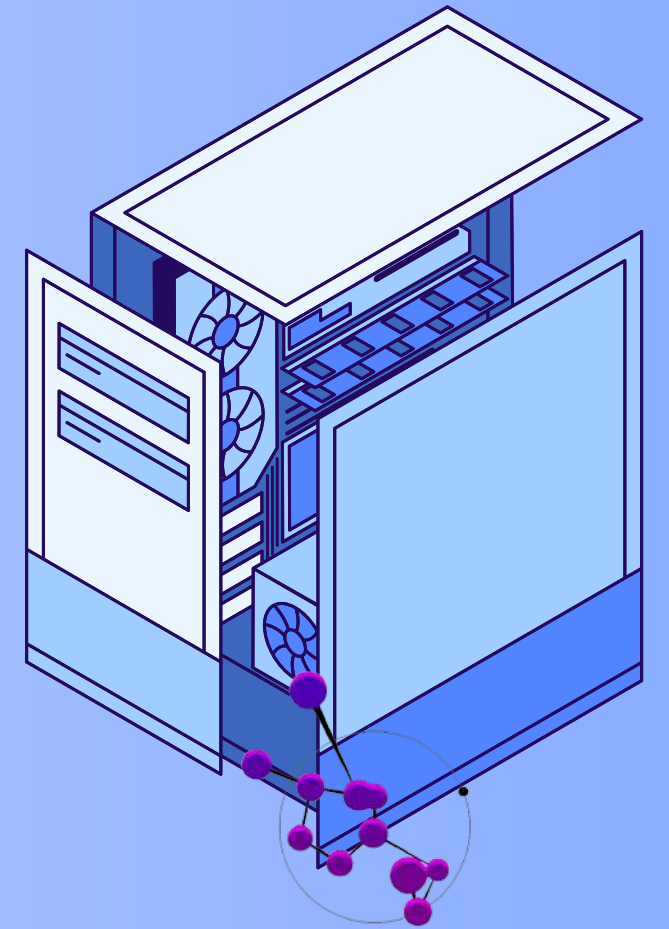


[binarystacktechnologies.com](http://binarystacktechnologies.com)  
7666855175





- 1. STANDARD CODING CONVENTIONS**
- 2. INTRO TO PROGRAM FLOW**
- 3. DIFFERENT SECTIONS OF PROGRAM**
- 4. CODE OPTIMIZATION TECHNIQUES**



# **CODING IN C LANGUAGE**

1. BASIC PROBLEM SOLVING IN C
2. PROGRAMMING BASED ON USER INPUT
3. PROGRAMMING BASED ON IF...ELSE
4. PROGRAMMING BASED ON FOR LOOP
5. PROGRAMMING BASED ON WHILE LOOP
6. PROGRAMMING BASED ON DO..WHILE
7. PROGRAMMING BASED ON INFINITE LOOP
8. PROGRAMMING BASED ON FUNCTIONS  
COVERING ALL 4 TYPE OF FUNCTIONS
  - A. WITH ARGUMENT, NO RETURN VALUE
  - B. NO ARGUMENT NO RETURN VALUE
  - C. WITH ARGUMENT RETURN VALUE
  - D. NO ARGUMENT, RETURN VALUE
9. PROGRAMMING BASED ON RECURSION



# **CODING IN C LANGUAGE**



- 10. PROGRAMMING BASED ON PATTERN PRINTING**
- 11. PROGRAMMING BASED ON SWITCH CASE**
- 12. PROGRAMMING BASED ON BREAK CONTINUE GOTO**
- 13. PROGRAMMING BASED ON DIGITS**
- 14. PROGRAMMING BASED ON NUMBERS**
- 15. PROGRAMMING BASED ON ARRAYS**
- 16. PROGRAMMING BASED ON MATRICES**
- 17. PROGRAMMING BASED ON STRINGS**
- 18. PROGRAMMING BASED ON STRING FUNCTIONS**
- 19. PROGRAMMING BASED ON FILE HANDLING**
- 20. PROGRAMMING BASED ON FILE FUNCTIONS**
- 21. PROGRAMMING BASED ON STRUCTURE**
- 22. PROGRAMMING BASED ON UNION**

# CODING IN C LANGUAGE

23. PROGRAMMING BASED ON ENUMERATION

24. PROGRAMMING BASED ON DYNAMIC MEMORY  
ALLOCATION

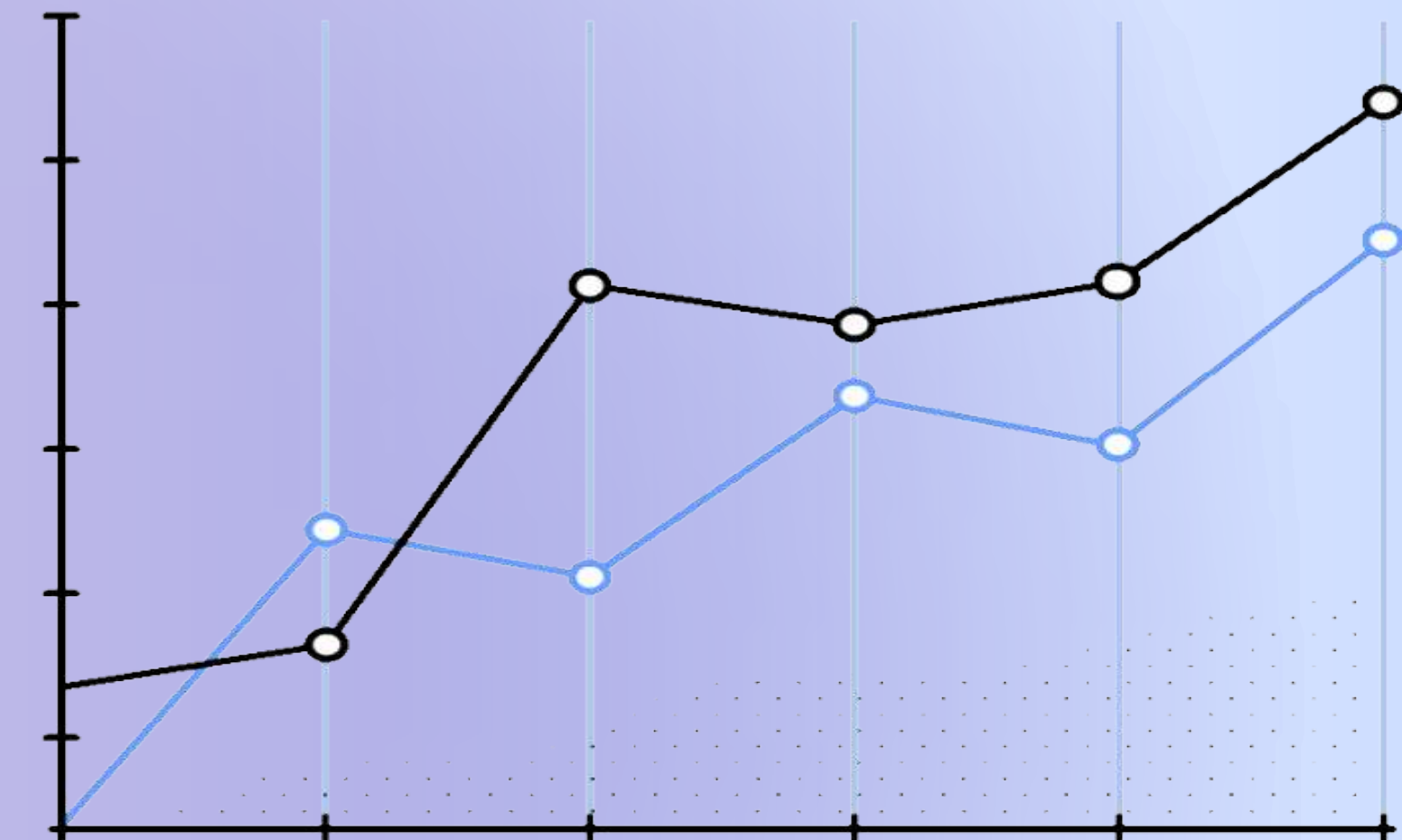
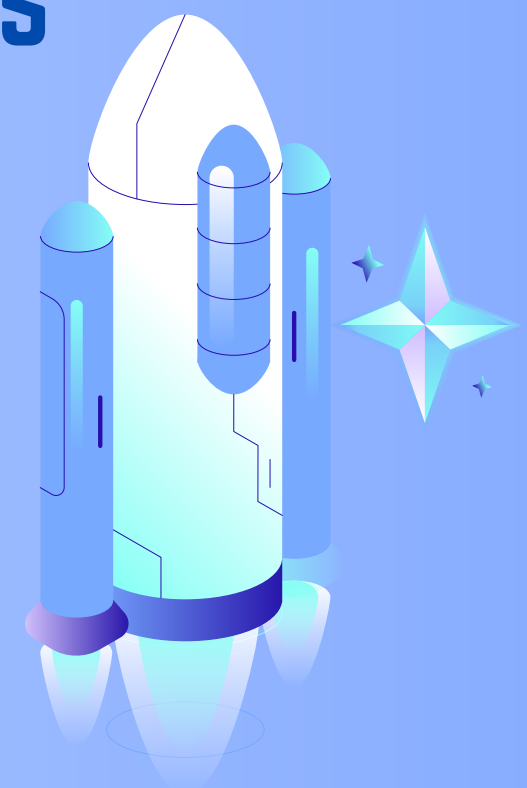
A. MALLOC ()

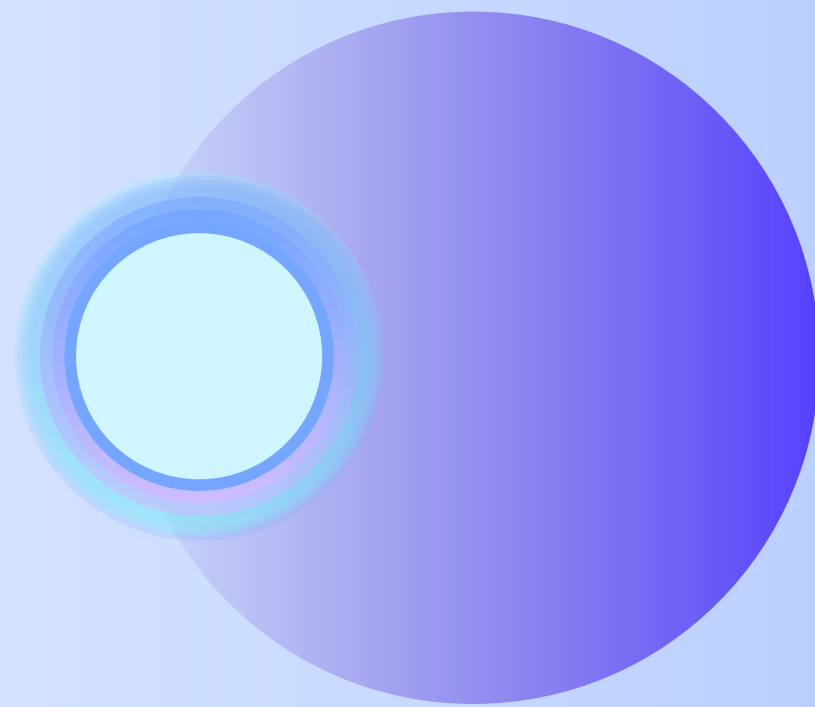
B. CALLOC ()

C. RELOC ()

D. FREE ()

25. PROGRAMMING BASED ON POINTERS





# PROGRAMMING BASED

## ON C++



[binarystacktechnologies.com](http://binarystacktechnologies.com)  
7666855175

# CODING IN

# C++

1. PROGRAMMING BASED ON CLASS DESIGNING AND OBJECT CREATION
2. PROGRAMMING BASED ON OBJECT ORIENTED PROGRAMMING
3. PROGRAMMING BASED ON ENCAPSULATION
4. PROGRAMMING BASED ON INHERITANCE
5. PROGRAMMING BASED ON POLYMORPHISM
6. PROGRAMMING BASED ON ABSTRACTION
7. PROGRAMMING BASED ON VECTOR
8. PROGRAMMING BASED ON LIST
9. PROGRAMMING BASED ON QUEUE
10. PROGRAMMING BASED ON STACK
11. PROGRAMMING BASED ON SET
12. PROGRAMMING BASED ON MULTI-SET

# CODING IN C ++



13. PROGRAMMING BASED ON MAP

14. PROGRAMMING BASED ON MULTI-MAP

15. PROGRAMMING BASED ON UNORDERED SET

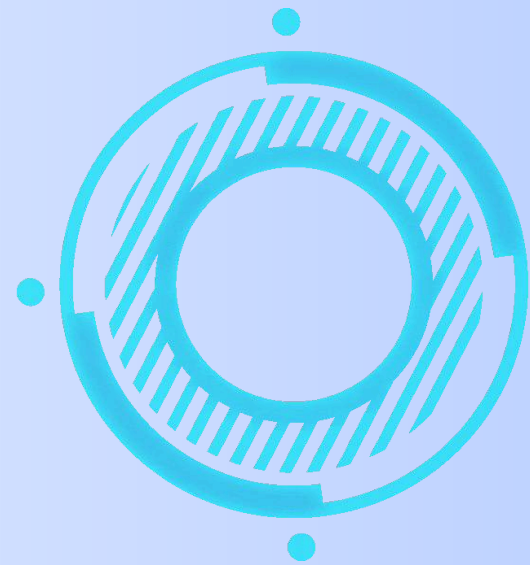
16. PROGRAMMING BASED ON UNORDERED MULTISSET

17. PROGRAMMING BASED ON UNORDERED MAP

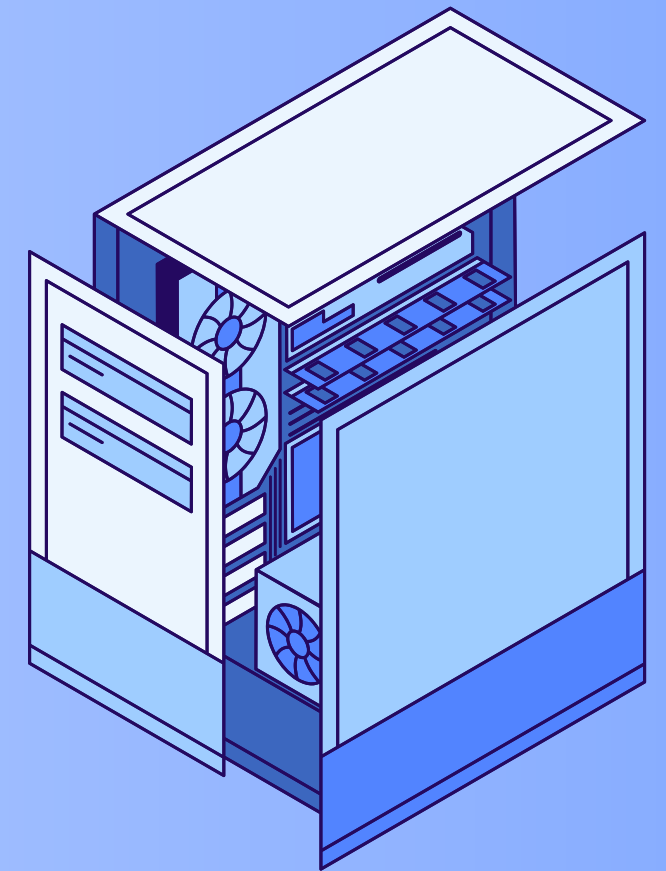
18. PROGRAMMING BASED ON UNORDERED MULTIMAP







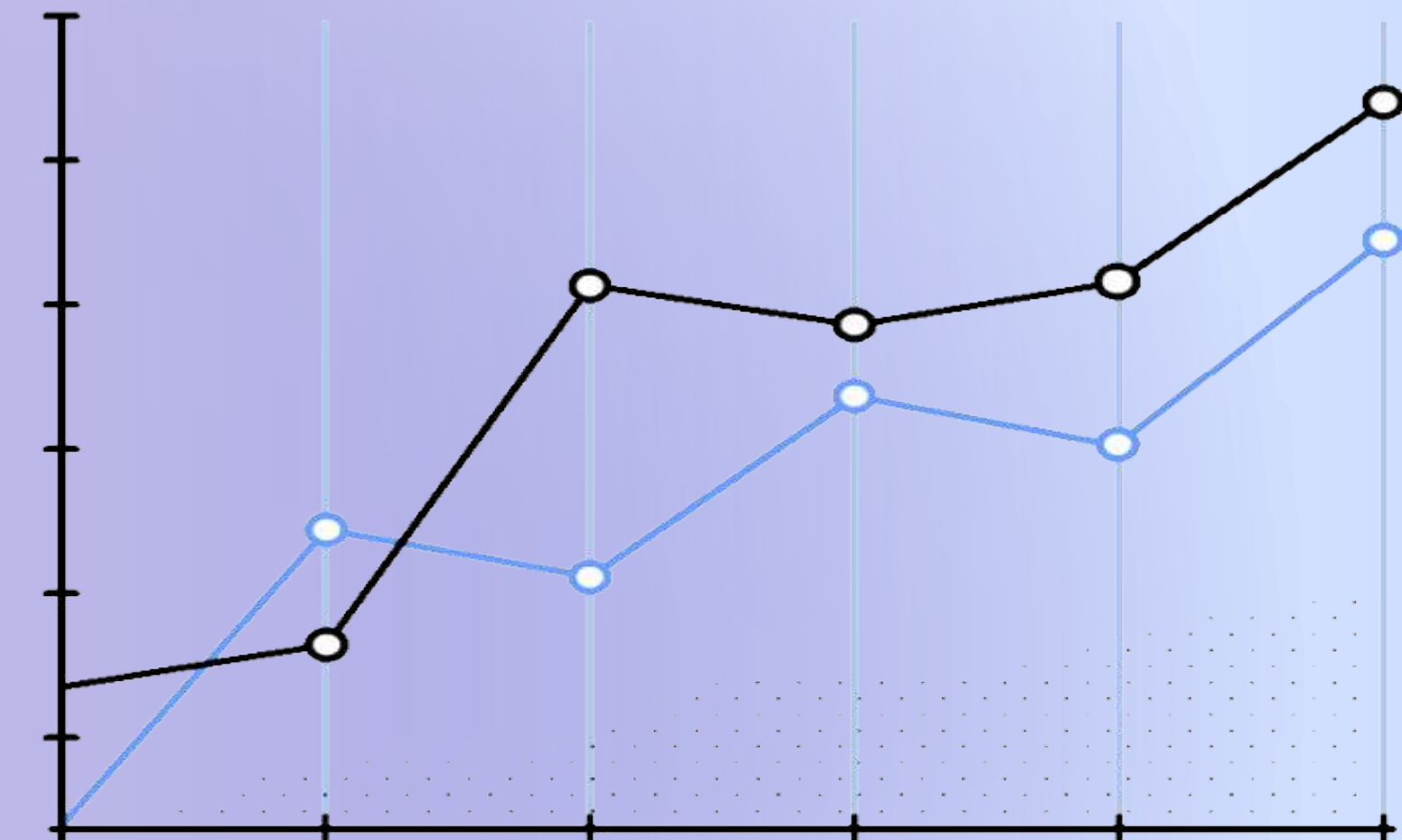
# **CODING IN JAVA**

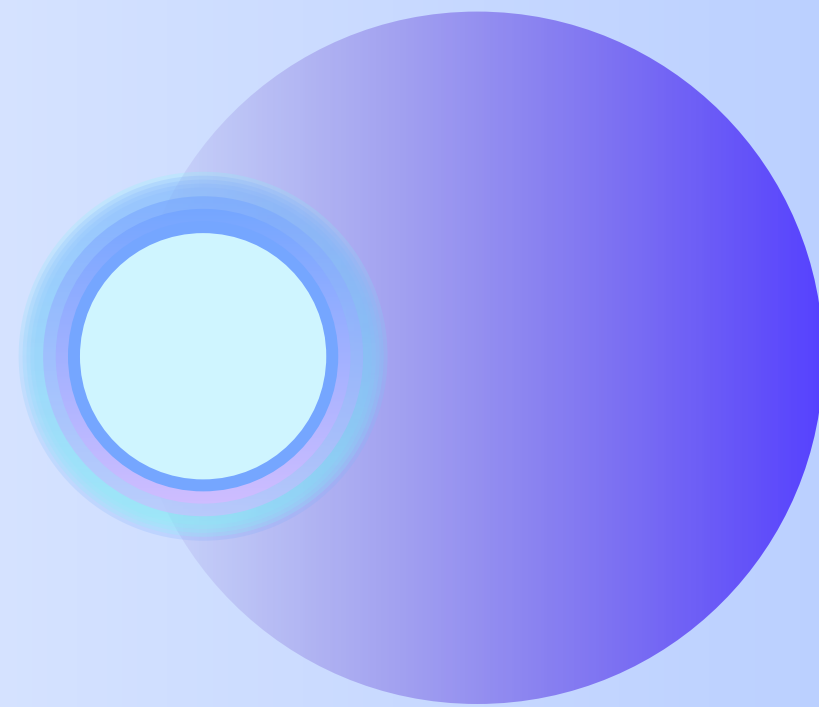


[binarystacktechnologies.com](http://binarystacktechnologies.com)  
7666855175

# **CODING IN JAVA LANGUAGE**

- 1. PROGRAMMING BASED ON CLASSES**
- 2. PROGRAMMING BASED ON OBJECT**
- 3. PROGRAMMING BASED ON INHERITANCE**
- 4. PROGRAMMING BASED ON POLOYMORPHISM**
- 5. PROGRAMMING BASED ON ENCAPSULATION**
- 6. PROGRAMMING BASED ON ABSTRACTION**
- 7. PROGRAMMING BASED ON METHOD  
OVERLOADING**
- 8. PROGRAMMING BASED ON CONSTRUCTOR  
OVERLOADING**
- 9. PROGRAMMING BASED ON ARRAYS**
- 10. PROGRAMMING BASED ON STRINGS**
- 11. PROGRAMMING BASED ON MULTITHREADING**





# DATA STRUCTURES IN C LANGUAGE



[binarystacktechnologies.com](http://binarystacktechnologies.com)  
7666855175

- **INTRO TO DATA STRUCTURES**
- **INTRO TO TIME AND SPACE COMPLEXITY**
- **PROGRAMMING BASED ON SEARCHING ALGORITHM**
  - **LINEAR SEARCH ALGORITHM**
  - **ITERATIVE BINARY SEARCH ALGORITHM**
  - **RECURSIVE BINARY SEARCH ALGORITHM**
  - **DIFFERENCE IN LINEAR AND BINARY SEARCH**
- **PROGRAMMING BASED ON SORTING ALGORITHM**
  - **BUBBLE SORT ALGORITHM**
  - **SELECTION SORT ALGORITHM**
  - **INSERTION SORT ALGORITHM**
  - **QUICK SORT ALGORITHM**



- **MERGE SORT ALGORITHM**
- **RADIX SORT ALGORITHM**
- **PROGRAMMING BASED ON SINGLY LINKED LIST**
  - **TRAVERSING SINGLY LL**
  - **INSERTION AT BEGINNING**
  - **INSERTION AT END**
  - **INSERTION AT ANY POSITION**
  - **DELETION FROM BEGINNING**
  - **DELETION FROM END**
  - **DELETION AT ANY POSITION**
  - **PRINTING SINGLY LL**
  - **REVERSING SINGLY LL**



# DATA STRUCTURE IN C



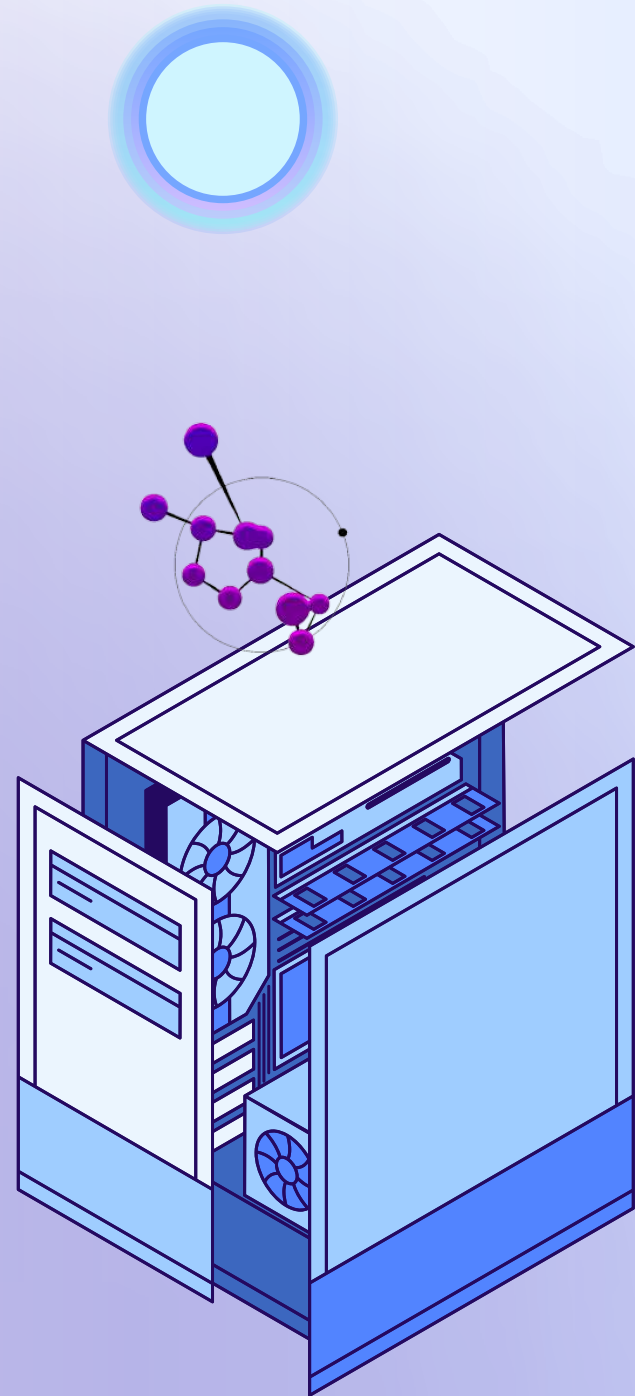
- **DOUBLY LINKED LIST**

- **TRAVERSING DOUBLY LL**
- **INSERTION AT BEGINNING**
- **INSERTION AT END**
- **INSERTION AT ANY POSITION**
- **DELETION FROM BEGINNING**
- **DELETION FROM END**
- **DELETION AT ANY POSITION**
- **PRINTING DOUBLY LL**
- **COUNTING NODES**
- **REVERSING DOUBLY LL**

# DATA STRUCTURE IN C



- **CIRCULAR LINKED LIST**
  - **TRAVERSING CIRCULAR LL**
  - **INSERTION AT BEGINNING**
  - **INSERTION AT END**
  - **INSERTION AT ANY POSITION**
  - **DELETION FROM BEGINNING**
  - **DELETION FROM END**
  - **DELETION AT ANY POSITION**
  - **PRINTING CIRCULAR LL**
  - **COUNTING NODES**
  - **REVERSING CIRCULAR LL**

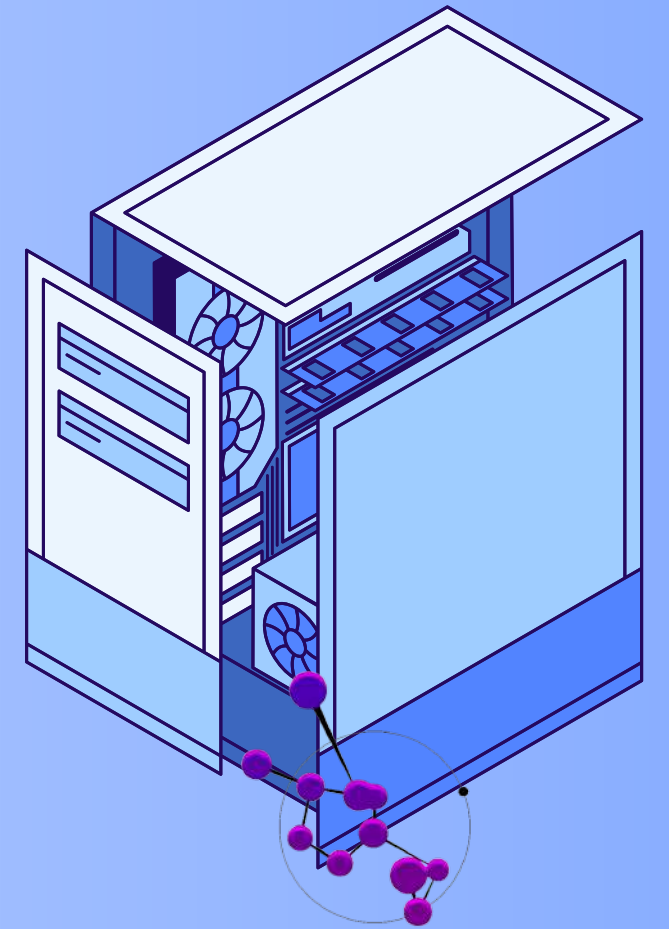


- **STACK**

- **PUSH**
- **POP**
- **PEEK**
- **ISEMPTY**
- **ISFULL**
- **SIZE**
- **CLEAR**

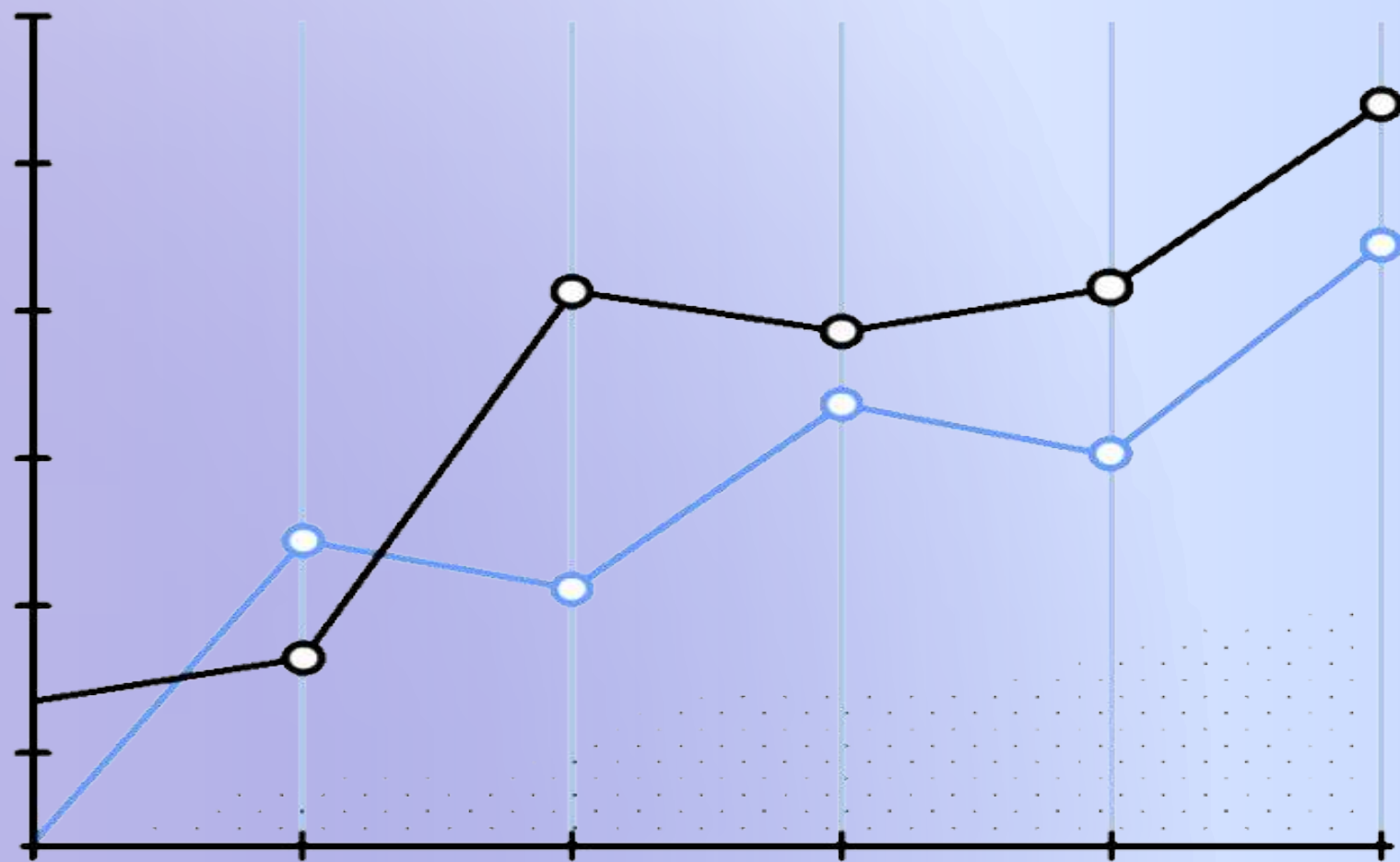
- **QUEUE**

- **ENQUEUEER**
- **DEQUEUEER**
- **FRONT/PEEK**
- **ISEMPTY**
- **ISFULL**
- **SIZE**
- **CLEAR**





# DATA STRUCTURE IN C



- INTRODUCTION TO TREE
- INTRODCUTION TO GRAPH
- INTRODUCTION TO GIT/GITHUB
- INTRODUCTION TO COMPETITIVE PROGRAMMING PLATFORM
- INDUSTRIAL PROJECT DEVELOPMENT
- INDUSTRIAL RESUME PREPARATION
- INTERVIEW PREPARATION
- PROGRAMMING QUESTION ASKED IN TECHNICAL TEST
- PROGRAM OPTIMIZATION TECHNIQUES
- HOW TO CLEAR TECHNICAL INTERVIEW SESSION
- PLACEMENT ASSISTANCE



# THANK YOU!



+91-7666855175



[www.binarystacktechnologies.com](http://www.binarystacktechnologies.com)



[info.binarystack@gmail.com](mailto:info.binarystack@gmail.com)