1. Basic structure of programs and functions

2. Local and global variables

3. Data types: int, short, unsigned, long, float, double, char, bool.

4. Input and output
   (a) Stream objects cin, cout, and cerr
   (b) Stream operators
   (c) Member functions: cin.fail(), cin.eof() and cin.get()

5. Control Constructs
   (a) if conditionals
   (b) while and for loops.
   (c) Use of loop control variables

6. Operators
   (a) Arithmetic operators: +, -, *, /, %
   (b) Arithmetic two-address operators: +=, -=, *=, /=, %=
   (c) Logical operators: ||, &&, !
   (d) Bit operators: |, &, ^, ~
   (e) Bit two-address operators: |=, &=, ^=

7. Function calls and parameter passing
   (a) formal parameters and actual parameters
   (b) parameter passing by value
   (c) parameter passing by reference

8. Two’s complement representation of integers
   (a) positive and negative numbers

9. Bit-wise operators

10. ASCII Character set.
    (a) Conversion of chars to integers and vice verse.

11. Arrays
    (a) Fixed length arrays
        i. Indexing
        ii. Passing an array to a function
        iii. Selection sort

12. Problem solving skills