***1.Algorithm concept and presentation methods.***

***2. Number systems. Converting numbers from one number system to another***

***3. Languages. The concept of an algorithmic language.***

***4. Translators, their types and gears.***

***5. Syntax diagrams to describe a language.***

***6. Program design strategies: top-down and bottom-up***

***7. The "life cycle" of the program on the computer. Debugging the programm.***

***8. Characterization of the C language.***

***9. General structure of a C program.***

***10. Static memory allocation. Declarations.***

***11. Data types. Transition from one type to another.***

***12. Standard functions .Using AI.***

***13. Actions and their priorities. Expression type.***

***14. Basic statements of the C language.***

***15. Program branching programming.***

***16. Programming iterations (cycles).***

***17. Signs and addresses.***

***18. Declaring arrays and operating with them.***

***19. Representing a two-dimensional array as one-dimensional and vice versa.***

***20. Array sorting algorithm.***

***21. Functions as Subroutines. Local and global variables.***

***22. Declaring a function and addressing it***

***.23. Declaring and Calling a Void Function.***

**24. Types, names and states of files. File buffer. Working with files.**

**~~25. File Sorting Algorithm.~~**

**26. ~~External modules.~~ Compilation together and separately.**

**27. Program Debugging. Error handling**