

4) what are different types in C programming?

C has three main categories of data types:

i) primary (Basic) data types:

int \rightarrow stores integers

float \rightarrow stores decimal numbers

double \rightarrow stores large decimal numbers.

char \rightarrow stores a single character

ii) Derived data types:

Arrays

pointers

functions

structures

unions

iii) user-defined data types:

struct

union

enum

typedef

5) what is format specifier?

A format specifier is a symbol used in C to tell the compiler what type of data you want to print or read using printf and scanf.

* used inside printf and scanf

* specifies the type of data (int, float, char, etc)

* Begins with % symbol

* Helps the compiler interpret data correctly

* necessary for output / input operations.

data type

int

float

double

char

string

long int

unsigned int

format specifier

%.d or %.i

%.f

%.lf

%.c

%.s

%.ld

%.u

1) what is C language?

⇒ C language is a general-purpose structured, computer programming language used to develop system software, operating systems and applications.

⇒ Developed "by Dennis Ritchie" at Bell labs in 1972

⇒ It is a middle-level language

⇒ It is fast efficient and powerful

⇒ Highly portable

⇒ Supports structured programming, which makes programs easy to read, debug and modify.

2) Applications of C programming?

⇒ used to develop operating systems

Eg:- UNIX, LINUX, kernel

⇒ used in system software like compilers, interpreters and assemblers.

⇒ widely used in embedded systems.

Eg:- Microcontrollers, IoT devices

⇒ used to develop device drivers and hardware-level programming.

⇒ used in games development for fast performance

⇒ form the base for language development C++, Java, python interpreters.

3) what is variable?

— A variable is a name given to a memory location that is used to store data in a program

⇒ A variable is a storage location in memory

⇒ It holds a value that can change during program execution.

⇒ Each variable has a name, a type, and a value.

⇒ It makes programs dynamic and flexible

⇒ must be declared before use.