

Assignment 2

1. Write *special rules* that apply to *integer constant* with suitable example.
2. Differentiate between identifiers & keywords with examples.
3. Why do we include `<stdio.h>` in our program? Can we write a C program *without using any header file*? Justify your answer.
4. What is the *ASCII Character Set*? How common is its use?
5. What is an *Escape Sequence*? What is its purpose?
6. Can escape sequences be included in a *string constant*? Explain.
7. What are the *keywords* in C? What restrictions apply to their use?
8. What are the ways of giving values to variable? Explain with examples.
9. List all the operators with their *type, precedence & associativity*.
10. What *data type & type qualifiers* are available in C? Explain with examples.
11. What are *Library Functions*? Write any 10 examples of library functions.
12. Define *preprocessor directives*? What are their uses in C?
13. What is *modulus operator*? What are the restrictions of a modulus operator?
14. What is the output of `sizeof(3.14)` and `sizeof(3.14f)`?
15. What is the *precedence & associativity* for *assignment operators*?
16. Why *`i++` is faster than `i = i + 1`* in C program?
17. What are differences between *implicit & explicit type conversion* in C?
18. Explain different *type of constants* in C.
19. Given three points (x1, y1), (x2, y2) and (x3, y3), write a program to *check if all the three points fall on one straight line*.
20. What is an operator, operand and expression? Show the relation between operator & operand.

Submission Deadline: Mangsir 24, 2075