Assignment 3

1. What are the primitive data types in C Language?
2. What kind of statements can be written outside the function body?
3. What is the size of float type variable?
4. What is the value of an uninitialised variable?
5. What is the difference between float and double?
6. What is the full form of ASCII?
7. What is the difference between a keyword and a function?
8. Explore the use of type modifiers in C language.
9. Can you assign a character constant in an int variable?
10. State the following statement as true or false -” Every block of code is a function”.

Ans1: int, char, float, double and void are primitive data types in c language.

Ans2: Declaration statements.

Ans3: The size of float type variable is 4 bytes.

Ans4: It is called garbage value. I can be any random value assigned by software itself.

Ans5: float contains 4 bytes where as double contains 8 bytes.

Ans6:  ASCII stands for “American Standard Code for Information Interchange”.

Ans7: Keywords are pre-defined reserved words in compiler and compiler knows them while functions are basic building blocks of a program or a code.

Ans8: Modifiers are keywords in c which changes the meaning of basic data type in c. It specifies the amount of memory space to be allocated for a variable. Modifiers are prefixed with basic data types to modify the memory allocated for a variable. There are five data type modifiers in C Programming Language:

Long, short, signed, unsigned and long long.

Ans9: Yes, it is possible to assign a character constant in an int variable.

Ans10: False. Not every block is a function.