①

`int r;`	`int r;`
`float r;` X	`float R;` OK. but not recommended
`int void;` X	`int Void;` OK. but not recommend!

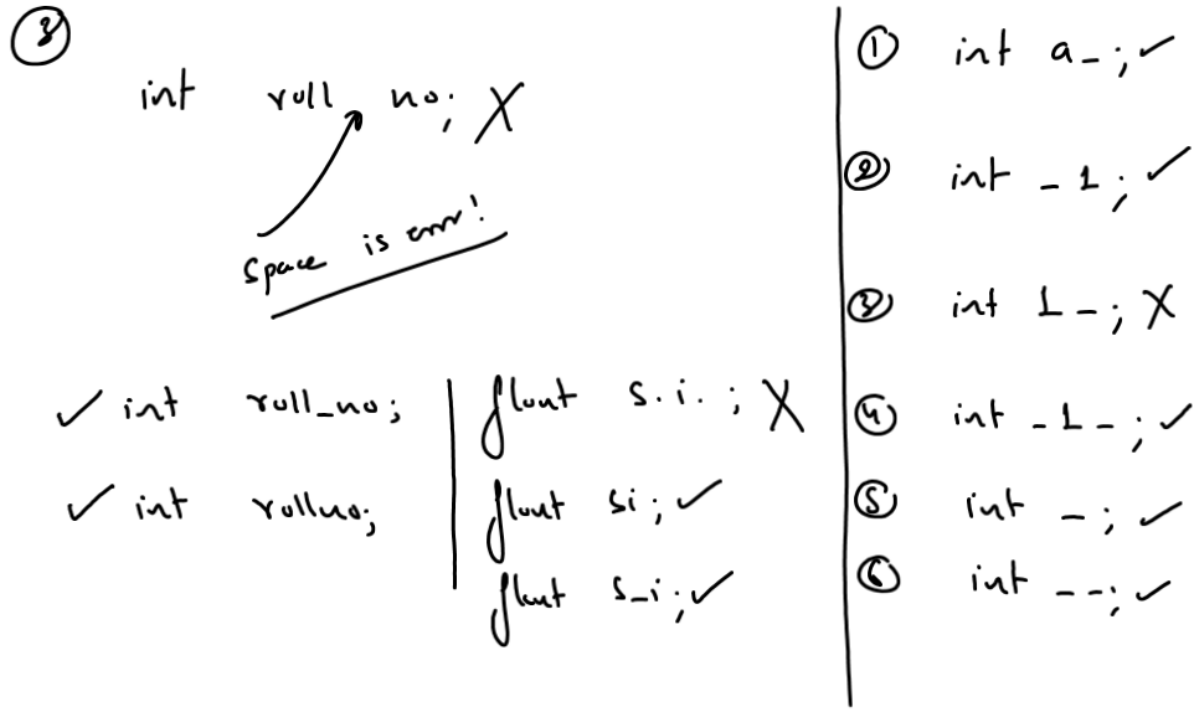
②

`int r1;` ✓

`int r12;` ✓

`int 12;` X

`int 1r;` X



sachin.c

```
#include <stdio.h>
#include <conio.h>
void main()
{
   int a;
   clrscr();
   .....
}
```

ok with all compilers ✓

sachin.cpp

```
#include <stdio.h>
#include <conio.h>
void main()
{
  clrscr();
  int a;
   .....
}
```

ok in all compilers since it is C++ code ✓

sachin.c

```
#include <stdio.h>
#include <conio.h>
void main()
{
  clrscr();
  int a;
   .....
}
```

error in Turbo compiler but it works with MingW compiler (VS code/Code Blocks) ✗

(5)

✓
```
int p;
int c;
int m;
```

OR

✓
```
int p, c, m;
```

✓
```
int r;
char q;
float p;
```

OR

✗
```
int r, char q, float p;
```

✓
```
int r; char q; float p;
```

(6)

```
int roll;
```

(7)

```
int r;
int roll;
int roll_no;
```

} Tc -> 2B
Migh -> 4B

Data Types

Data Type Name	Size	Format Sp	Range
① int or signed int	2B (in TC)	%d or %i	-32768 To 32767

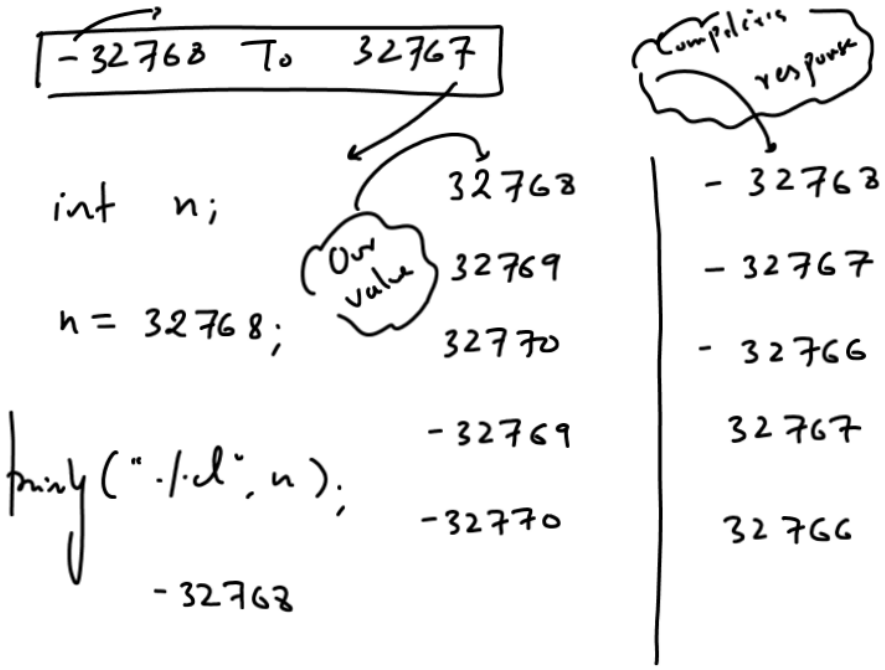
Two ways of storing data in var

Input (Given by user)

```
int n;
scanf("%d", &n);
```

```
int n;
n = 25;
```

Initialize (Given by programmer)


-32768 To 32767
int n;
n = 32768;
printf("%d", n);
-32768
Our value
32768
32769
32770
-32769
-32770
Compiler's response
-32768
-32767
-32766
32767
32766