**PROPERTIES OF KEY WORD IN C**

Reserved: Keywords in C are reserved, which means they are predefined and have specific meanings in the language. You cannot use keywords as variable names or any other identifiers in your program.

Case-sensitive: C keywords are case-sensitive, which means that lowercase and uppercase versions of the same keyword have different meanings. For example, "if" and "IF" are treated as separate keywords in C.

Limited in number: C has a limited set of keywords, and their number may vary slightly depending on the C standard being followed

Meaningful functions: Some keywords in C have additional significance beyond their basic reserved nature. For example, sizeof is not just a reserved keyword but also a compile-time operator that returns the size in bytes of a type or an expression.

Fixed behavior: C keywords have predefined behaviors and cannot be redefined or modified. Their usage is consistent across different C compilers and implementations.

**RESERVED KEYWORDS WITH THEIR MEANINGS**

1. auto: Specifies automatic storage duration for variables.
2. break: Terminates the execution of a loop or switch statement.
3. case: Specifies a label within a switch statement.
4. char: Declares a character type.
5. const: Declares an object as read-only.
6. continue: Jumps to the next iteration of a loop.
7. default: Specifies the default case in a switch statement.
8. do: Starts a do-while loop.
9. double: Declares a double-precision floating-point type.
10. else: Specifies an alternative statement or block.
11. enum: Declares an enumeration type.
12. extern: Declares a variable or function as externally defined.
13. float: Declares a floating-point type.
14. for: Starts a for loop.
15. goto: Transfers control to a labeled statement.
16. if: Starts an if statement.
17. int: Declares an integer type.
18. long: Declares a long integer type.
19. register: Suggests that a variable be stored in a register.
20. return: Terminates the execution of a function and returns a value.
21. short: Declares a short integer type.
22. signed: Declares a signed integer type.
23. sizeof: Returns the size in bytes of a type or an expression.
24. static: Declares a variable or function with static storage duration.
25. struct: Declares a structure type.
26. switch: Starts a switch statement.
27. typedef: Creates a new type definition.
28. union: Declares a union type.
29. unsigned: Declares an unsigned integer type.
30. void: Specifies an empty or no return value.
31. volatile: Indicates that an object may be modified by external factors.
32. while: Starts a while loop.