Assignment 3 C Language Live Community Classes

1. Primitive data types are type of data that are created by C developers; we didn’t create them. Some of the examples of primitive data types are int, char, float, double, void.
2. We can write the declaration statements outside the function body, but action statements are written inside the function body.
3. The size of float variable is 4 bytes or 32-bits.
4. The value of an uninitialized variable is garbage value.
5. In memory, float takes 4 bytes but double takes 8 bytes. Due to their memory size, float is less precise than double.
6. ASCII stands for American Standard Code for International Interchange.
7. A keyword are predefined words that has special meaning to the compiler but a function is usually a block of statement which has some name for identification.
8. Some of the type modifiers in C language are :- signed, unsigned, short and long.

short:- short limits users to store small integers from -32768 to 32767. It can only be used with int data type.

long:- long allows users to store very large number from -9223372036854775808 to 9223372036854775807.

signed:- signed is the default modifier of int and char data type if no modifier is specified. In signed mode, users can store positive and negative values.

unsigned:- unsigned mode is used when users want to store positive values only.

1. Yes, we can assign a character constant in an int variable. E.g., :-

int x = ‘A’;

1. No, not every block of code cannot be a function.