Name: Ijaz Ullah

Assignment# 03

Q1: What are the primitive data types in C Language?

ANS: Following are the primitive data types in the C language

1. Int
2. Char
3. Float
4. Double
5. Void

Q2: What kind of statements can be written outside the function body?

ANS: We can not write any statement outside the function body. One may write a declaration statement outside the function body but it’s not necessary because we can also write a declaration statement inside the function body but it will be only accessible in that function.

Q3: What is the size of the float type variable?

ANS: The size of the float type variable is 4 bytes.

Q4: What is the value of an uninitialized variable?

ANS: Garbage value.

Q5: What is the difference between float and double?

ANS: The main difference between float and double are precision and storage size. The size of the variable is 4 bytes while the size of the double variable is 8 bytes so the double variable can store a large value with more precision as compared to float.

Q6: What is the full form of ASCII?

ANS: The full form of ASCII is the American standard code for information interchange.

Q7:

ANS: Keywords are reserved words in a programming language with predefined meanings that are used to define the language’s syntax and structure. We can’t use keywords as identifiers’ names. While the functions are blocks of code that perform specific tasks. In a program, there must be one function with the name main and the user can name other functions anything according to the rules of declaring a function name known as user-defined functions.

Q8:

ANS: type of modifiers in the C language are used to modify the properties of basic data types. Following are some commonly used modifiers:

1. **signed and unsigned:** Specify the sign of integer types.
2. **short and long:** Modify the size and range of integer types.
3. **long long:** Extend the range of integer types beyond long.
4. **float, double, and long double:** Specify different levels of precision for floating-point types.

Type of modifiers allow you to tailor the characteristics of data types to meet specific requirements, such as range, precision, and sign.

Q9: Can you assign a character constant in an int variable?

ANS: Yes, we can assign a character constant in an int variable.

For example:

#include<stdio.h>

main()

int z = ‘A’ ;

Q10: State the following statement as true or false -”Every block of code is a function”

ANS: False