**1. What are the primitive data types in C Language?**

The primitive data types in C are:

* int
* float
* double
* char
* void
* \_Bool (C99)
* \_Complex (C99)
* \_Imaginary (C99)

**2. What kind of statements can be written outside the function body?**

The following kinds of statements can be written outside the function body:

* Variable declarations (global variables)
* Function declarations (prototypes)
* Function definitions
* Macros and preprocessor directives (e.g., #define, #include)
* Type definitions using typedef
* Enumerations using enum
* Structures using struct
* Unions using union

**3. What is the size of the float type variable?**

The size of a float type variable is typically 4 bytes (32 bits).

**4. What is the value of an uninitialized variable?**

The value of an uninitialized variable is indeterminate, which means it can be any value, often garbage value left over in memory.

**5. What is the difference between float and double?**

The main differences between float and double are:

* Precision: float typically has 7 decimal digits of precision, while double has about 15 decimal digits.
* Size: float is typically 4 bytes (32 bits), and double is typically 8 bytes (64 bits).
* Range: double can represent a wider range of values than float.

**6. What is the full form of ASCII?**

The full form of ASCII is **American Standard Code for Information Interchange**.

**7. What is the difference between a keyword and a function?**

* **Keyword**: A keyword is a reserved word in C that has a predefined meaning and purpose in the language. Keywords cannot be used as identifiers (variable names, function names, etc.). Examples include int, return, if, else, etc.
* **Function**: A function is a block of code that performs a specific task. Functions can be user-defined or predefined (standard library functions). Functions can take parameters, execute code, and return values. Examples include printf, scanf, main, etc.

**8. Explore the use of type modifiers in C language.**

Type modifiers in C language alter the data type to provide a new range of values. The type modifiers are:

* signed: Ensures that the variable can hold both positive and negative values.
* unsigned: Ensures that the variable can hold only positive values, thus doubling the range of positive values.
* short: Reduces the size of the data type.
* long: Increases the size of the data type. Examples:
* unsigned int: An integer that can only hold non-negative values.
* short int: A smaller range integer.
* long double: A larger range and precision for floating-point numbers.

**9. Can you assign a character constant in an int variable?**

Yes, you can assign a character constant to an int variable. The character constant is implicitly converted to its ASCII value, which is an integer. For example:

c

Copy code

int x = 'A'; // x will be 65, the ASCII value of 'A'

**10. State the following statement as true or false - ”Every block of code is a function”.**

False. Every block of code is not necessarily a function. Blocks of code can also be within loops, conditional statements, or directly within the main function or other functions.