PPA
Assignment-4

omkar Sawant
939_PP_omkar

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Assignment No. - 4

1. Difference between const variable & non- const variable.

2. what is difference between structure & union?

- ### Structure

  - It is a user - defined data type
  - Structure can hold primitive, heterogeneous data type in it.
  - Structure is extended in c++ & Java and called it as class.
  - Struct keyword is use to define a structure.

  e.g   structure defination

  keyword   → struct Demo ← Name of structure

       {
           int x; ⎫
           char a; ⎬ ← Heterogeneous data
           Arr [2]; ⎭
       };

       struct Demo obj1:
                      ← object to call it

• <u>Union</u>

- It is user define data s type.
- Union only stores the one type of data in it.

eg -

keyword

union name

union Demo

{
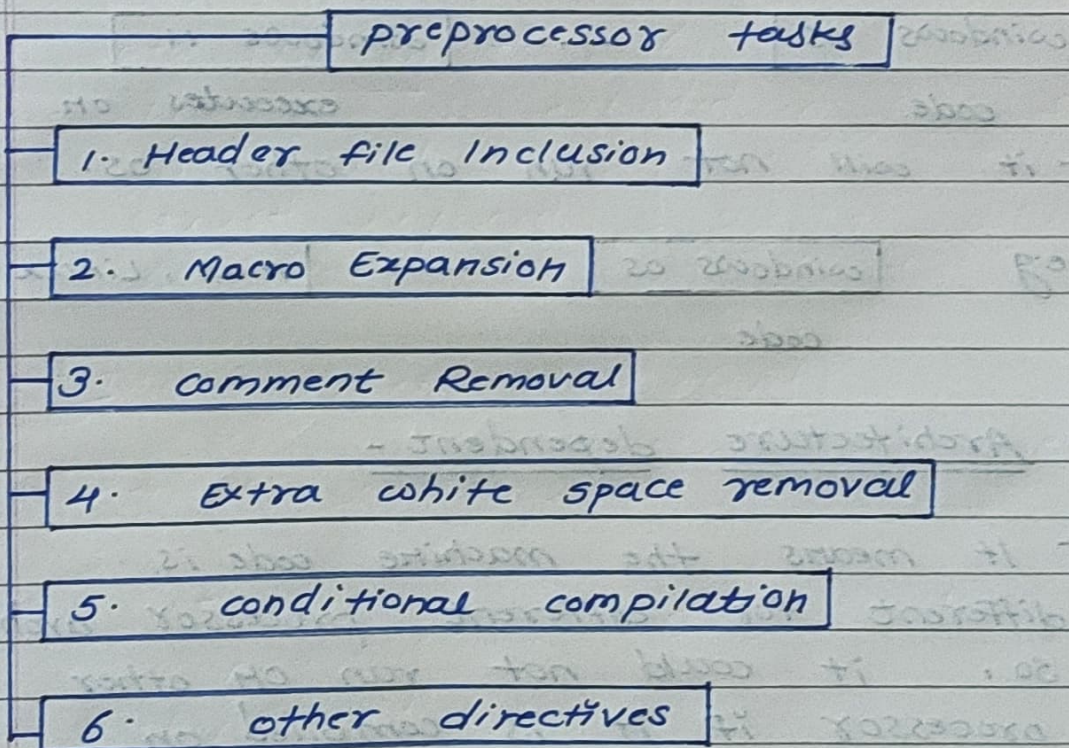 int i ;
  int x :
}obj ;

Union variable declaration

- Union is used to use the same memory more efficiently.

6. what are preprocessors tasks?

- Preprocessor is a tool from x86 tool chain.

Preprocessor's task is to take .c file from editor as a input & perform preprocess task on it & generat Intermediate .i file.
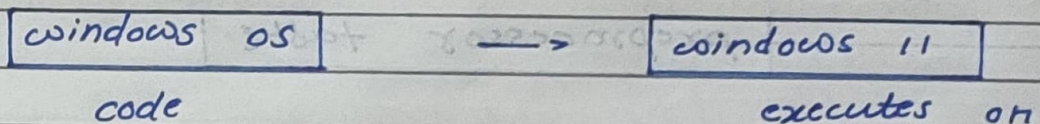
- # symbol - used for preprocessor directive.

preprocessor tasks

1. Header file Inclusion

2. Macro Expansion

3. Comment Removal

4. Extra white space removal

5. conditional compilation

6. other directives

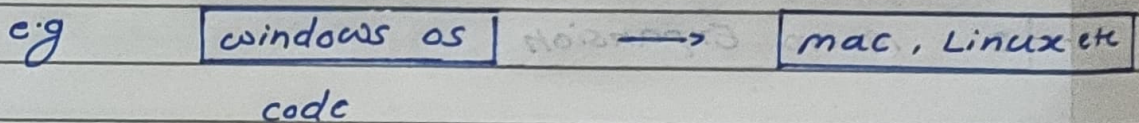7. what is meant by platform dependent & architecture dependent

- **Platform dependent -**

- C language is platform dependent language i.e when we write any code on windows / any other operating system then only that perticular o.s will run that code.

for e.g -

windows os	$\longrightarrow$	windows 11

code   executes on

- it will not run on other os.

e.g | windows os | $\longrightarrow$ | mac, Linux etc |

code

- **Architecture dependent -**

- It means the machine code is different for different processor architecture so, it could not run on other processor if it is compiled on different processor