**Assignment - 3 C Language LIVE Community Classes MySirG**

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

Ans: - Primitive data types are the most usable data types basic data types like, int, float, char, double but non primitive data types are build with these data types like array is declared by int <name\_of\_array><size\_of\_array> it is a int data types array and we have many non primitive data types like string, struct and many more**.**

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

Ans: - In c language we can use several types of statements outside the function body. like Header files, Macros, Global variable, user define function, Pre-processor directives etc.

**Header Files** : - We have to use always header files before use main function. In header file we include libraries for additional functionality like maths.h to import magmatic function or we care import user created libraries.

**Macro** : - We can declare macro before main function to replace any user define statement with other we declared.

For example we use #define PI 3.14 to replace PI with the value of 3.14.

**Global variable declaration** : - We can declare any global variable to use it globally means we can use it in any function or block without any declaration.

**User define function** : - We can use function prototype to use any user define function to use in main function.

**Pro processer directives** : -we can use pre processor directives like ( #ifdef, #ifndef, #if, #else, #andif ) and more outside the function body to conditionally include or exclude certain sections of code.

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

Ans : - float type variable can store 4 bytes of memory.

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

Ans : - The uninitialized value of a variable either zero or a garbage value or depend on platform and where variable use.

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

Ans : - There is memory allocation size difference between float and double, a float is 4 bytes variable and a double is a 8 byte variable.

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

Ans : - American Standard Code for Information Interchange.

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

Ans : - Keyword are the pre define words that reserved a meaning in the programming language but the function are perform a specific operation basis of what prototype we provide in the function.

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

Ans : - We have some type modifiers like const, short, long, and extern etc. all of these type modifiers have a special meaning of it we can use these to different operations like:-

const int a = 7; // This constant will never modify

unsigned int b = 56; // This integer can store only a non-negative value

short int c = 344; // This integer is a short integer which store maximum 2 bytes of value

long int d = 1223344; // This integer is a long integer which store maximum 8 bytes of value

extern int e = 334; // This integer can be use in any function because it modifieds globally

So basically type modifiers modify data type to operate differently.

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

Ans : - yes we can assign a character constant in a int variable is will print the ASCII value of that character.

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

Ans : -

#include <stdio.h>

int main()

{

    int a = 6;

    if (a > 5)

    {

        printf("Every block of code is a function");

    }

    else

    {

        printf("False");

    }

    return 0;

}