**A1**. Computers are made up of hardwares and it is easy for hardwares to read and write data in binary form. Almost every hardware of the computer depicts two states of activeness and those states are represented in the data form as 0 and 1.

**A2**. Integrated Development Environment

**A3.** A difference between a text editor and a code editor is:

\* A text editor is used read, write or edit only the text files whereas a code editor is used to read, write or edit source files for any program before executing it.

**A4**. Firstly, we have to write code in a code editor and we have to make sure that the written code does not contain any error as it will be reckoned as a failure in running programs.

Then, we have to convert that written code in a C source file because computer can only understand binary code language. After that we have an .o named object file which we have to compile it before running it.

Furthermore, we begin compiling the C source file into an executable file and after that it will be converted an .exe executable file which can be executed in any windows operating machine.

**A5.** a) C17 is the standard and latest version of C programming language which is launched in 2018.

b) C programming language was developed by Dennis Ritchie in 1972 at AT&T Bell Laboratories, USA.

c) **Application Software** - These software could be given by someone or download or purchased from somewhere, basically it's a type of software in which user have a choice to install or use it in the operating system.

**System Software -** programs which are not needed the interaction of a user and a type of programs which can be needed for the computer to work with stability are called system softwares, which sometimes needs permissions to execute but do not need any involvement of user, these types of programs would get executed whenever they have to be executed.

d) The most easiest way to convert and decimal number to any binary number is by dividing the given number by 2 repeatedly until we get 0 as the quotient.