Storage Classes are associated with variables for describing the features of any variable or function in the C program.

These storage classes deal with features such as scope, lifetime, and visibility that help programmers to define a particular variable during the program's runtime.

The data type precedes these storage classes that they had to modify.

There are four storage classes types in C:

Auto Storage Class

register Storage Class

static storage class

extern Storage class

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Storage Classes | Declarations | Storage | Default initial Value | Scope | Lifetime |
| Auto | With in a function or Block | RAM | Garbage Value | With in the function or Block | Within the Block or Function |
| Extern |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

Auto Storage Classes:

auto comes by default with all local variables as its storage class. The keyword auto is used to define this storage class explicitly

int roll; // contains auto by default

is the same as:

auto int roll; // in addition, we can use auto keyword

The above example has a variable name roll with auto as a storage class. This storage class can only be implemented with the local variables.