Keyword	Description
auto	Used to define a local(automatic) variable.
break	Used to pass the control out of 'while','do','for','switch' statement.
case	Used in switch statement to define a particular case value.
char	Basic data type. Used to indicate character type.
const	Used to make variable unmodifiable.
continue	Used to skip certain statements inside loop.
default	Used in switch case. Default case get executed when the value doesn't match any of case values.
do	Do-while loop (iteration statement)
double	Data type for floating type variable (double precision).
else	Decision making statement.(used with if).
enum	Used to define enumerated type data type, i.e. a set of integer constants.
extern	Used to tell the compiler that the variable is already declared somewhere else.
float	Data type for floating type variables(single precision).
for	For loop(iteration statement).
goto	Unconditional jump statement.
If	Decision making statement.(used with 'else' or alone).
int	Basic data type. Used to indicate integer type.
register	Used to tell compiler to store variable in a CPU register.
long	Type modifier. Used to alter the meaning of base data type (in order to increase their range and size).
return	Used to return the flow of control back to the calling function from the called function (with a returning value).
short	Type modifier. Used to alter the meaning of base data type.
signed	Type modifier. Used to alter the meaning of base data type.
sizeof	Special operator. Used to determine the size of any entity (variable, datatype) in terms of bytes.
static	Indicate the static storage class. Static variable stays alive (in memory) until the end of program.
struct	Keyword which is used to create a structure, i.e. a collection of variables having different datatype.
switch	Decision making statement which is used to test the value of an expression against the different 'case' values.
typedef	Used to define a new type. Basically, it enables us to provide a new name for the existing datatype.
union	Used to create a Union which is a collection of variables of different datatype that shares a common storage space.
unsigned	Type modifier. Used to alter the meaning of base data type (in order to increase the positive range).
void	Means nothing. Commonly used as a function return type and indicate that the function returns nothing.
volatile	Used to indicate a volatile entity. A volatile entity can be altered in unspecified way by the hardware or background routine.
while	While loop (iteration statement).