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Ans- Storage classes: A storage classes defines the scope and life-time of variables and/or functions within a C program. They precede the type that they modify. We have four different storage classes in C program.

i) auto
ii) register
iii) static
iv) extern.

Auto storage class: The auto storage class is the default storage class for all local variables

Example: { int month;
auto int month;
}

register storage class: The register storage class is used to define local variables that should be stored in a register instead of RAM. This means that the variable has a maximum size equal to the register size (usually one word) and can't have the unary '&' operator applied to it

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Example:

```
{ register int miles;
}
```

Static storage class: The static storage class instructs the compiler to keep a local variable in existence during the life-time of the program instead of creating and destroying it each time it comes into and goes out of scope. Therefore, making local variables static allows them to maintain their values between function calls.

extern storage class: The extern storage class is used to give a reference of a global variables that is visible to All the program files. When you use 'extern', the variable cannot be initialized however, it points the variable name at a storage location that has been previously defined.