

Section - 2

Ques 2 (m) A Storage class represents the visibility and a location of a variable. It tells from what part of code we can access a variable. A Storage class is used to describe the following things.

- The variable scope.
- The location where the variable will be stored.
- The initialized value of a variable.
- A lifetime of a variable.
- Who can access a variable.

Thus a Storage class is used to represent the information about a variable.

There are total four types of Standard Storage classes.

Storage Class	Description
auto	It is a default Storage class.
extern	It is a global variable.
static	It is a local variable, which is capable of returning a value even when control is transferred to the function call.

Register

It is a variable
which is stored
inside a Register

Algorithm Mean that = An algorithm is a finite list of instructions, most often used in solving problems or performing task. You may have heard the term used in some fancy context about a genius using an algorithm to do something highly complex, usually in programming. Indeed, you've most likely heard the term used to explain most things related to computer processes. However, what would you say if I was to tell you that there is a very good chance that you, yourself, have followed an algorithm. You may have followed some algorithm hundreds or thousands of times.

Example in math & Computer Science

One of the most common uses for algorithm is in Computer science.

Computer can't do anything without being told what to do. Algorithm allow us to give computers step by step instructions in order to solve a problem or perform