

## Keyword | Use / Meaning

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auto | Declares automatic local variable (default for local variables).  
break | Terminates loop or switch statement.  
case | Defines a case block inside switch.  
char | Declares a character variable.  
const | Defines a constant value that cannot be changed.  
continue | Skips current loop iteration and moves to next.  
default | Executes when no case matches in switch.  
do | Starts a do-while loop (executes at least once).  
double | Declares a double precision floating-point variable.  
else | Executes block when if condition is false.  
enum | Defines a user-defined enumeration type.  
extern | Declares a variable defined in another file.  
float | Declares a floating-point variable.  
for | Creates a loop with initialization, condition, increment.  
goto | Transfers control to a labeled statement.  
if | Executes block when condition is true.  
int | Declares an integer variable.  
long | Declares long integer type.  
register | Suggests storing variable in CPU register.  
return | Returns value from a function.  
short | Declares short integer type.  
signed | Declares signed variable (can hold negative values).  
sizeof | Returns size of variable or data type in bytes.  
static | Preserves variable value between function calls.  
struct | Defines a structure (group of variables).  
switch | Selects one block from multiple options.  
typedef | Creates a new name for existing data type.  
union | Defines union (shares same memory for members).  
unsigned | Declares unsigned variable (no negative values).  
void | Specifies no return value or no parameters.  
volatile | Tells compiler variable may change unexpectedly.  
while | Creates a loop that runs while condition is true.