

Initialization

Initialization is basically a step in which we just specify the name of variable and data object but not yet assigned a value (i.e., an l-value with no corresponding r-value)

- In this only block for storage is allocated
- That block automatically make take some value in form of binary code.
- It is serious programming error to create an uninitialized error as it becomes difficult to distinguish b/w original value or automatically filled value as both of them are of bit patterns.

Eg:-

