

# Example Source Code

```
// square.h
...

// declaration of square
uint32_t square(uint32_t v);

...
```

```
// square.c
#include "square.h"

// definition of square
uint32_t square(uint32_t v)
{
    return v*v;
}
```

*square = external linkage*

```
// main.c
#include "square.h"
static uint32_t a = 5;
static uint32_t b = 7;
int main(void) {
    uint32_t res;
    res = square(a) + b; //use
    ...
}
```

*a = internal linkage*  
*b = internal linkage*  
*main = external linkage*  
*res = no linkage*  
*square = external linkage*