6) Write a program that illustrates use of local, global and static variables

```c
#include<stdio.h>
#include<conio.h>
int main()
{
    int a=50;
    {
        int a=100;
        printf("a=%d",a);
    }
    printf("\na=%d",a);
    getch();
    return 0;

}
```

```c
#include<stdio.h>
#include<conio.h>
int a=100;
void fun1();
void fun2();
int main()
{
    printf("From main a=%d",a);
    fun1();
    fun2();
    getch();
    return 0;
}
void fun1()
{
    printf("\nFrom fun1 a=%d",a);
}
void fun2()
{
    printf("\nFrom fun2 a=%d",a);
}
```

```c
#include<stdio.h>
```

```c
#include<conio.h>
void fun1();
int main()
{
    fun1();
    fun1();
    fun1();
    return 0;
}

void fun1()
{
    int a = 1;
    static int b = 100;
    printf("a = %d\n", a);
    printf("b = %d\n\n", b);
    a++;
    b++;
}

#include<stdio.h>
#include<conio.h>
int main()
{
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    {
        int a=100;
        printf("a=%d",a);
    }
    printf("\na=%d",a);
    getch();
    return 0;

}
```