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

**#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;**

**}**

**#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);**

**}**

**#include<stdio.h>**

**#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()**

**{**

**int a=50;**

**{**

**int a=100;**

**printf("a=%d",a);**

**}**

**printf("\na=%d",a);**

**getch();**

**return 0;**

**}**