Globals

File1.h
```
01 extern int file1Global;
02
03 void bumpFile1Globals();
```

File1.c
```
01 #include <stdio.h>
02 #include "File1.h"
03 #include "File2.h"
04
05 int file1Global = 42;    // Definition of global
06 static int staticGlobal = 10;
07
08 void bumpFile1Globals() {
09    file1Global++;
10    staticGlobal++;
11    printf("File 1 says file1Global: %d file2Global: %d "
12     "staticGlobal: %d\n\n", file1Global, file2Global,
13     staticGlobal);
14 }
```

File2.h
```
01 extern int file2Global;
02
03 voidbumpFile2Globals();
```

File2.c
```
01 #include <stdio.h>
02 #include "File1.h"
03 #include "File2.h"
04
05 int file2Global = 42;  // Definition of global
06 static int staticGlobal = 20;
07
08 void bumpFile2Globals() {
09    static int staticLocal = 0;
10
11    file2Global++;
12    staticGlobal++;
13    staticLocal++;
14    printf("File 2 says file1Global: %d file2Global: %d "
15     "staticGlobal %d staticLocal: %d\n\n", file1Global,
16     file2Global, staticGlobal, staticLocal);
17 }
```

Main.c
```
01 #include <stdio.h>
02
03 #include "File1.h"
04 #include "File2.h"
05
06 int main() {
07    bumpFile1Globals();
08    file2Global = 100;
09    bumpFile2Globals();
10
11    bumpFile1Globals();
12    bumpFile2Globals();
13 }
```

Output
```
File 1 says file1Global: 43 file2Global: 42 staticGlobal: 11

File 2 says file1Global: 43 file2Global: 101 staticGlobal 21 staticLocal: 1

File 1 says file1Global: 44 file2Global: 101 staticGlobal: 12

File 2 says file1Global: 44 file2Global: 102 staticGlobal 22 staticLocal: 2
```