

C-143 ⇒ Types of Storage classes in C

Part-3 - Static Storage classes

* 'Static' storage class is the most important, asked in many interviews.

* How to use it?

Default Values

static int a; → 0
static char str[20]; → null
static char ch; → null
static float x; → 0.000000

* Default value for static storage class variables will be 0 not garbage value

* ~~register~~ static storage class variable will be stored inside main memory of RAM.

NOTE!

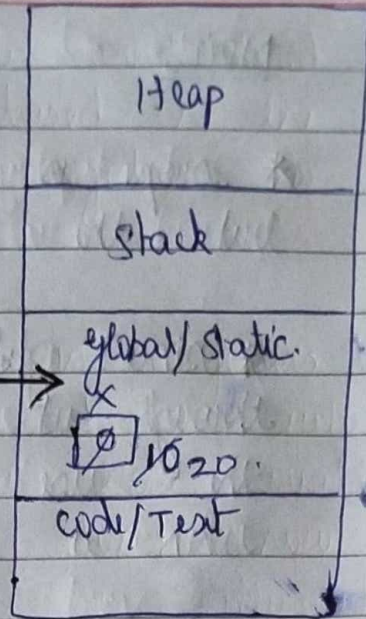
* May be you think scope and lifetime of variables is same but it is different from each other.

* scope of static storage class variable will be within the block or method scope (local and global declaration; both allowed)

* Lifetime of the static storage class variable will be alive throughout the program; it will be dead only after exit of the program.

Example: (lifetime)

```
void display();
void main()
{
    display();
    display();
    void display()
    {
        // ...
    }
}
```



static int x; → Static variables by default initialized with 0

```
x += 10;
printf("In x = %d", x);
```

→ since it is static this statement would be skipped since static variable lifetime is through the program and it is still alive; so it will retain its previous value.

O/P
x = 10
x = 20

Example: (scope)

```
void display
void main()
{
    display();
    display();
    printf("x = %d", x);
}
```

```
void display()
{
    static int x;
    x += 10;
    printf("In x = %d", x);
}
```

scope of x is only within this function

Every undeclared variable x

NOTE:

* scope is only within the block or method but the lifetime is ^{valid} entire program execution.

* since global and static variables are valid throughout the program better minimize the use of these variables; use only when it is necessary.

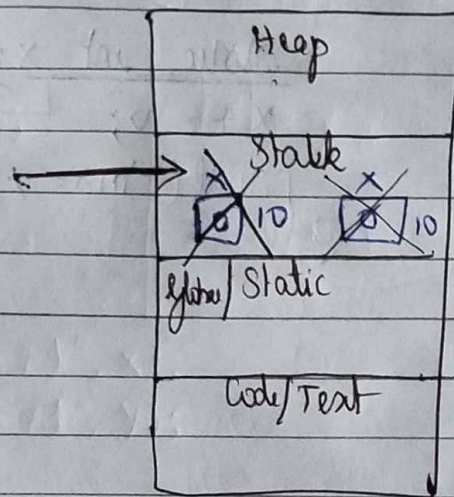
Example:

```
void display();
void main()
{
```

```
    display();
    display();
}
```

```
void display()
{
```

```
    int x=0;
    x+=10; // x = x + 10;
    printf("In * = %d", x);
}
```



Q/P
x = 10
x = 10

* It is auto here birth of `x` is again taken place

* If `x` is static then the birth of `x` is taken place only one time and next time it will retain its previous value.

Example:

```
void display();
void main()
{
```

```
    display();
    display();
}
```

```
void display()
{
```

```
    static int x;
```

```
    int y=10;
```

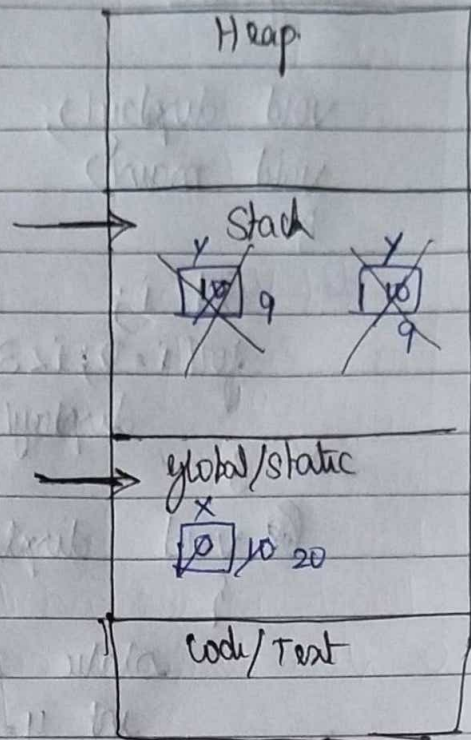
```
    x+=10;
```

```
    y--;
```

```
    printf("In x=%d", x);
```

```
    printf("In y=%d", y);
```

```
}
```



O/P

| | |
|--------|--------|
| x = 10 | x = 20 |
| y = 9 | y = 9 |

Example:

```
void display();
```

```
static char ch; // static char ch='a';
```

```
void main()
```

```
{
```

```
    display();
```

```
    display();
```

```
    printf("In ch=%c", ch);
```

```
}
```

```
void display()
```

```
{
```

```
    static int x;
```

```
    int y=10;
```

```
    x+=10;
```

```
    y--;
```

```
    printf("In x=%d", x);
```

```
    printf("In y=%d", y);
```

```
}
```

ch is
declared
global

O/p:

x=10

y=9

x=10

y=9

ch='a'

Assignment

```
void display();  
void main()  
{
```

```
    int i;  
    for(i=0; i<3; i++)  
        display();  
}
```

```
void display()  
{
```

```
    static int x=5;
```

```
    int y=5;
```

```
    x++;
```

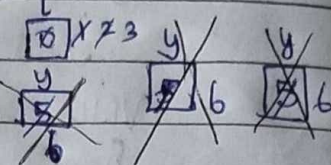
```
    y++;
```

```
    printf("In x=%d", x);
```

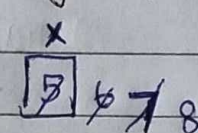
```
    printf("In y=%d", y);  
}
```

Heap

Stack



Global/Static



Code/Text

o/p

x=6

y=6

x=7

y=6

x=8

y=6

main.c [31_static Storage Classes in C] - Code::Blocks 20.03

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Management

Projects Files FSymbols Resources

11_Enumeration in C-enum data type
12_Enumeration in C-enum data type
13_Enumeration in C-enum data type
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15_Enumeration in C-enum data type
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17_Enumeration in C-enum data type
18_enum data type_Question 1
19_enum data type_Question 2
20_enum data type_Question 3
21_enum data type_Question 4
22_Storage Classes in C
23_Storage Classes in C
24_Storage Classes in C
25_Storage Classes in C
26_Storage Classes in C
27_auto Storage Classes in C
28_register Storage Classes in C
29_register Storage Classes in C
30_register Storage Classes in C
Sources
main.c
31_static Storage Classes in C
Sources
main.c

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 /** 31 - static Storage Classes in C */
4
5 void display();
6 int main()
7 {
8     display();
9     display();
10    return 0;
11 }
12 void display()
13 {
14     static int x;
15     printf("x=%d\n", x);
16     x+=10;
17     printf("x=%d\n", x);
18 }
19
```

Logs & others

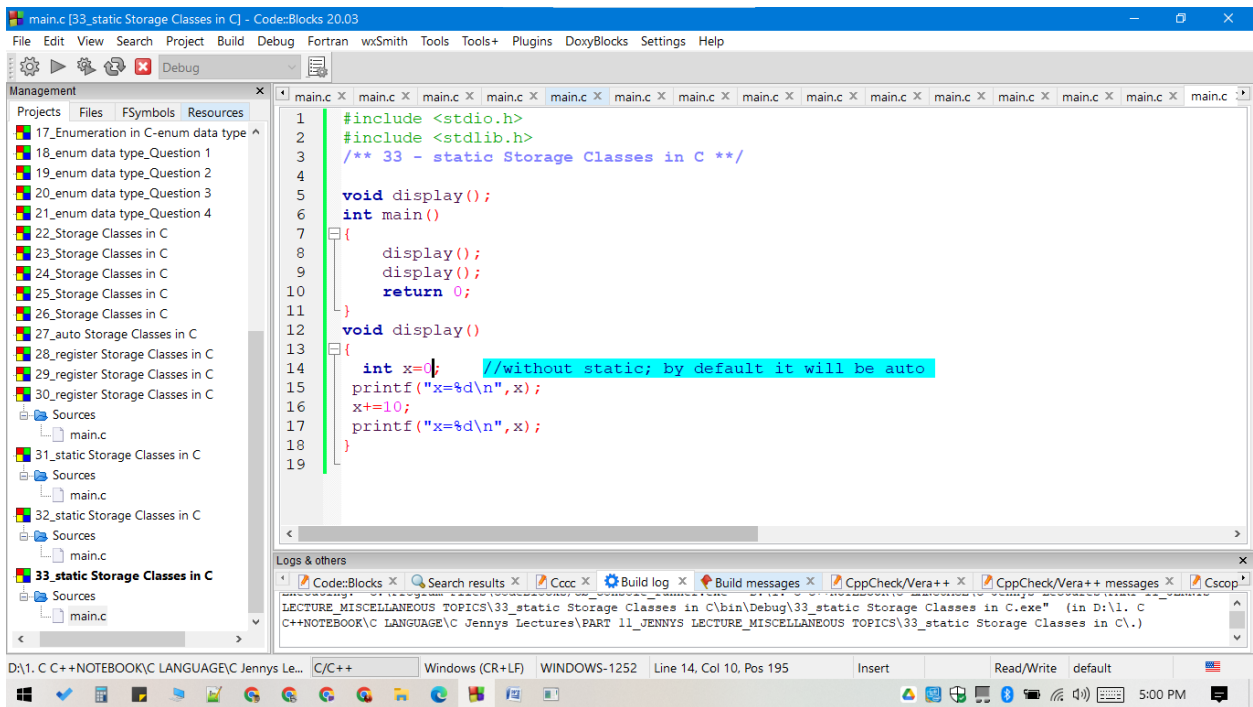
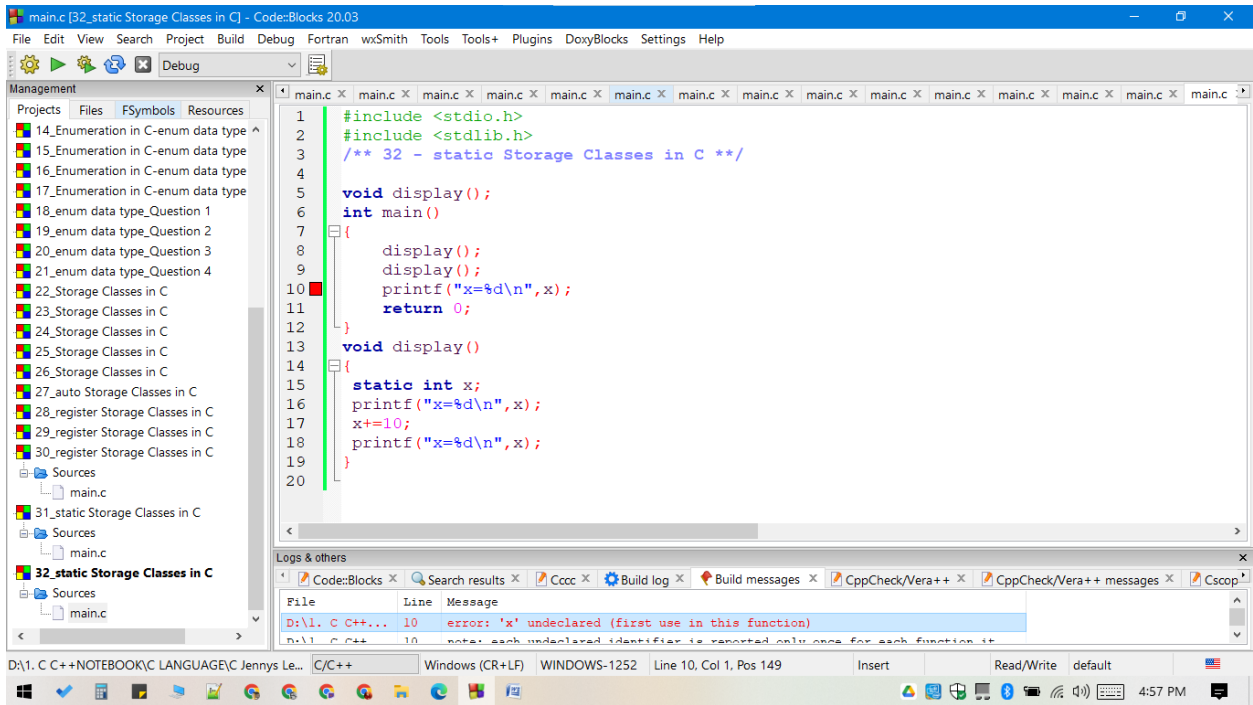
Code::Blocks Search results C/C++ Windows (CR+LF) WINDOWS-1252 Line 17, Col 21, Pos 253 Insert Read/Write default

D:\1. C C++\NOTEBOOK\C LANGUAGE\C Jennys Lectures\PART 11_JENNY'S LECTURE_MISCELLANEOUS TOPICS\31_static Stora...

"D:\1. C C++\NOTEBOOK\C LANGUAGE\C Jennys Lectures\PART 11_JENNY'S LECTURE_MISCELLANEOUS TOPICS\31_static Stora..."

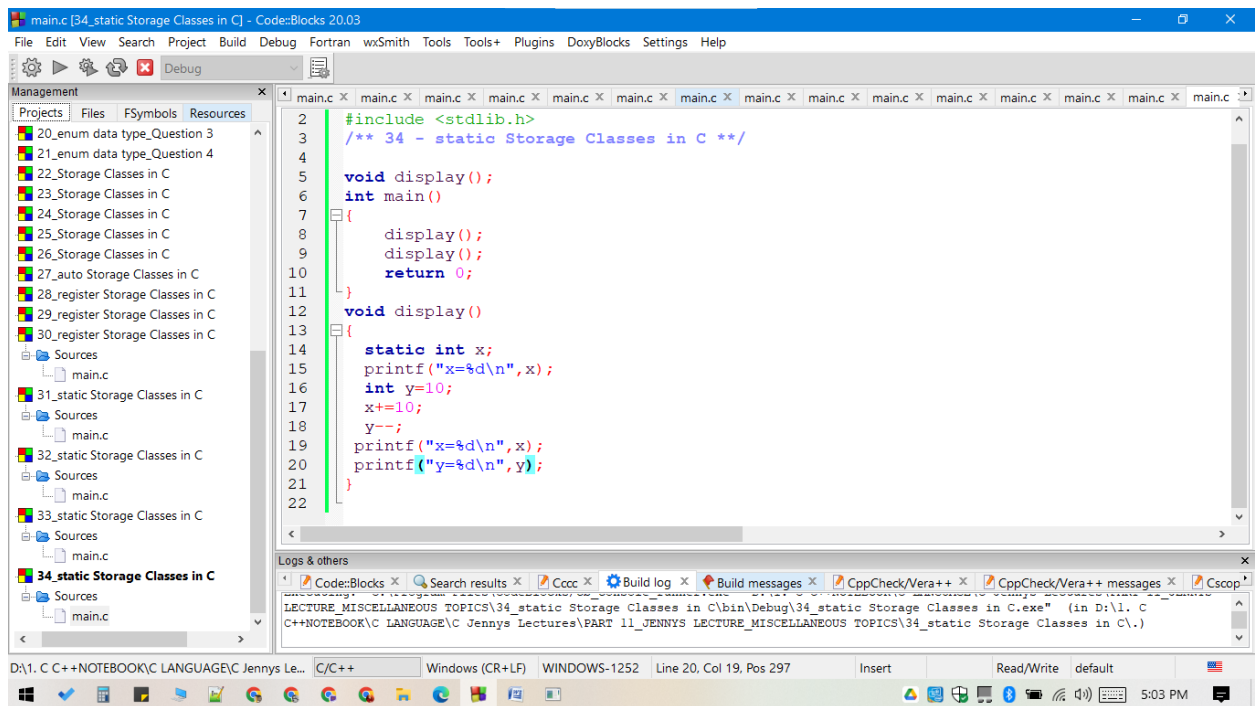
```
x=0
x=10
x=10
x=20

Process returned 0 (0x0)   execution time : 0.081 s
Press any key to continue.
```



```
"D:\1. C C++\NOTEBOOK\C LANGUAGE\C Jennys Lectures\PART 11_JENNY'S LECTURE_MISCELLANEOUS TOPICS\33_static Stora...
x=0
x=10
x=0
x=10

Process returned 0 (0x0)   execution time : 0.039 s
Press any key to continue.
```



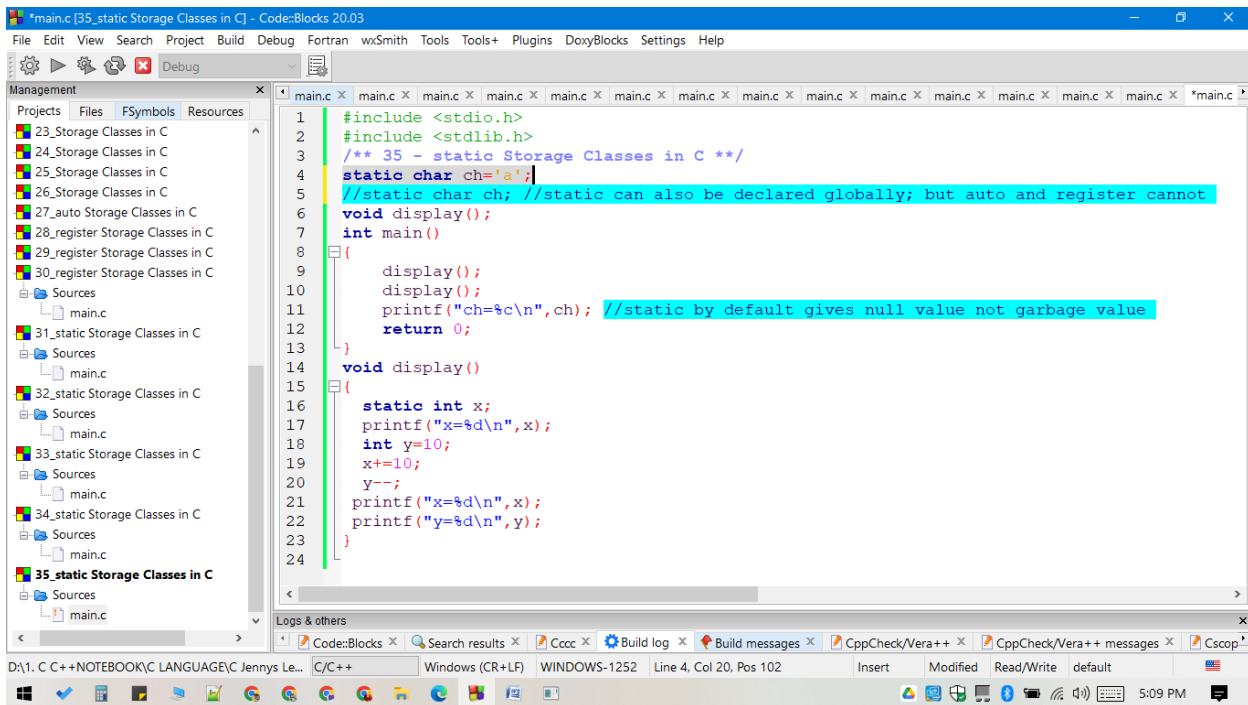

```
"D:\1. C C++\NOTEBOOK\C LANGUAGE\C Jennys Lectures\PART 11_JENNY'S LECTURE_MISCELLANEOUS TOPICS\34_static Stora...
x=0
x=10
y=9
x=10
x=20
y=9

Process returned 0 (0x0)   execution time : 0.087 s
Press any key to continue.
```

```
main.c [35_static Storage Classes in C] - Code::Blocks 20.03
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24_Storage Classes in C
25_Storage Classes in C
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27_auto Storage Classes in C
28_register Storage Classes in C
29_register Storage Classes in C
30_register Storage Classes in C
Sources
main.c
31_static Storage Classes in C
Sources
main.c
32_static Storage Classes in C
Sources
main.c
33_static Storage Classes in C
Sources
main.c
34_static Storage Classes in C
Sources
main.c
35_static Storage Classes in C
Sources
main.c
1 #include <stdio.h>
2 #include <stdlib.h>
3 /** 35 - static Storage Classes in C */
4 //static char ch='a';
5 static char ch; //static can also be declared globally; but auto and register cannot
6 void display();
7 int main()
8 {
9     display();
10    display();
11    printf("ch=%c\n",ch); //static by default gives null value not garbage value
12    return 0;
13 }
14 void display()
15 {
16     static int x;
17     printf("x=%d\n",x);
18     int y=10;
19     x+=10;
20     y--;
21     printf("x=%d\n",x);
22     printf("y=%d\n",y);
23 }
24
Logs & others
Code::Blocks Search results C/C++ Windows (CR+LF) WINDOWS-1252 Line 4, Col 22, Pos 104 Insert Read/Write default C/C++
D:\1. C C++\NOTEBOOK\C LANGUAGE\C Jennys Le... 5:09 PM
```

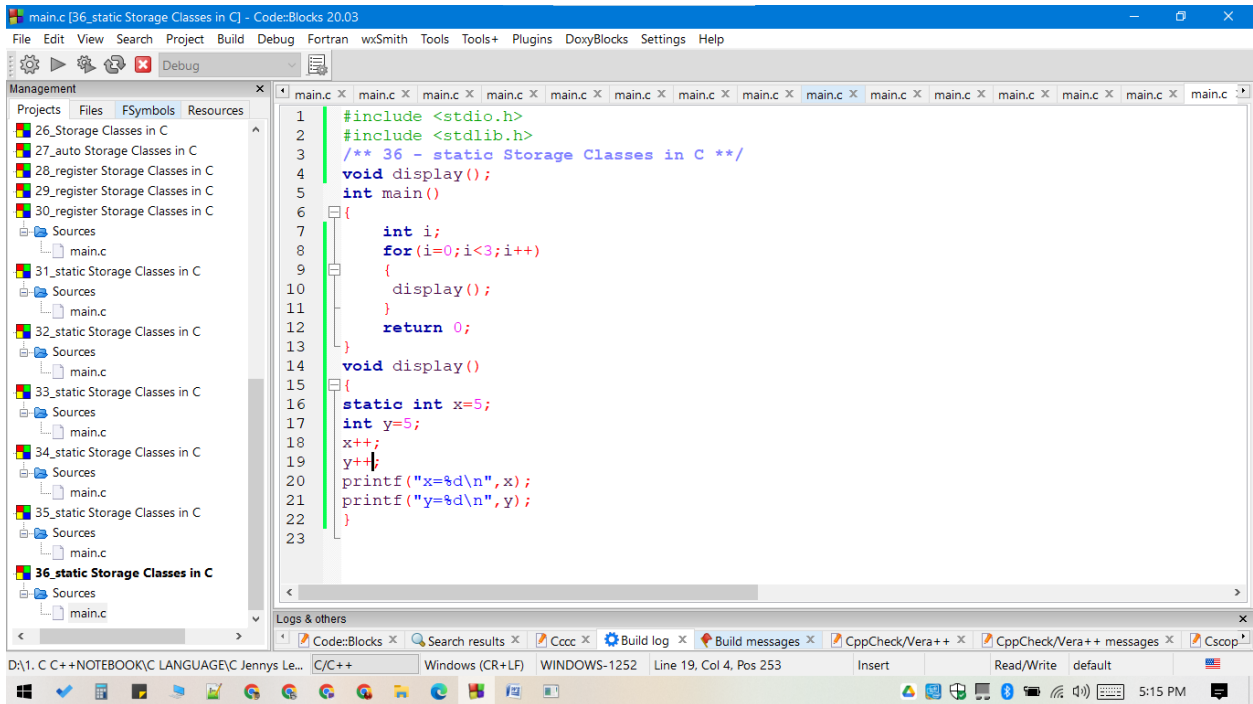
```
"D:\1. C C++\NOTEBOOK\C LANGUAGE\C Jennys Lectures\PART 11_JENNYS LECTURE_MISCELLANEOUS TOPICS\35_static Stora...
x=0
x=10
y=9
x=10
x=20
y=9
ch=

Process returned 0 (0x0)   execution time : 0.072 s
Press any key to continue.
```




```
"D:\1. C C++\NOTEBOOK\C LANGUAGE\C Jennys Lectures\PART 11_JENNY'S LECTURE_MISCELLANEOUS TOPICS\35_static Stora...
x=0
x=10
y=9
x=10
x=20
y=9
ch=a

Process returned 0 (0x0)   execution time : 0.040 s
Press any key to continue.
```



```
"D:\1. C C++\NOTEBOOK\C LANGUAGE\C Jennys Lectures\PART 11_JENNY'S LECTURE_MISCELLANEOUS TOPICS\36_static Stora...
x=6
y=6
x=7
y=6
x=8
y=6

Process returned 0 (0x0)   execution time : 0.041 s
Press any key to continue.
■
```