

```
/* static linking : resolved at compile time */

extern extern_constant bool = true

extern mut extern _variable i32 = 0

mut extern bad_extern_variable i32 = 0 // compiler error!: extern should be first
modifier

extern fn fn_explicit(value i32) void
extern fn fn_implicit(i32)
extern fn fn_ret_implicit(value i32)
extern fn fn_param_implicit(i32) void
```