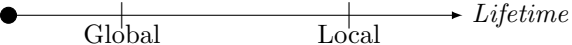
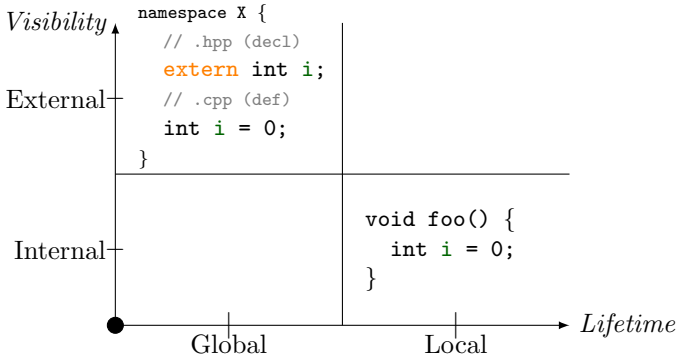
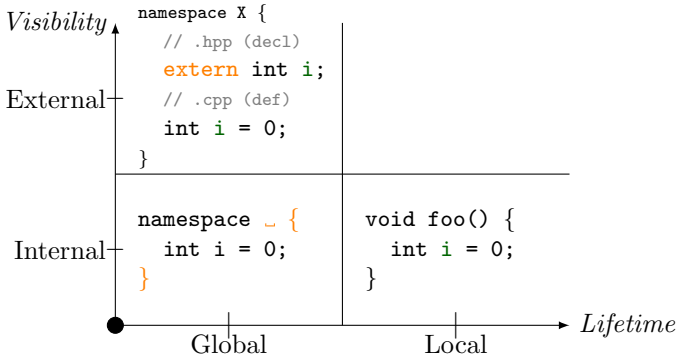


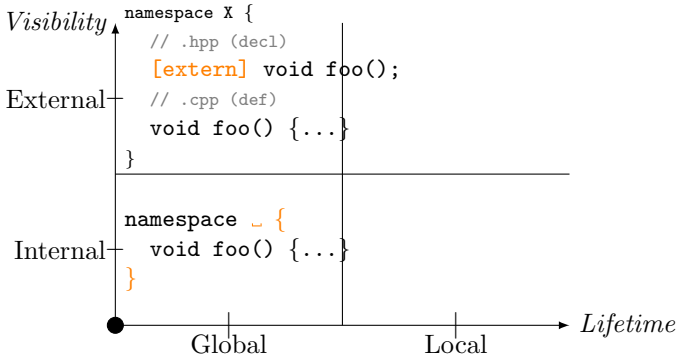
```
namespace X {  
    int i = 0;  
}
```

```
void foo() {  
    int i = 0;  
}
```









A.cpp

```
int global_A;  
  
void foo() {  
    bar();  
};
```



B.cpp

```
int global_B;  
  
void bar() {  
    global_A += 1;  
};
```