```
namespace X {
                   void foo() {
  int i = 0:
                     int i = 0:
                                   → Lifetime
    Global
                        Local
```

```
namespace X {
Visibility A
              // .hpp (decl)
              extern int i;
External+
             // .cpp (def)
              int i = 0;
                                 void foo() {
Internal+
                                   int i = 0;
                                                   → Lifetime
                                      Local
```

```
namespace X {
Visibility A
              // .hpp (decl)
              extern int i;
External+
            // .cpp (def)
              int i = 0;
           namespace _ {
                                void foo() {
            int i = 0;
Internal+
                                  int i = 0;
                                                 ➤ Lifetime
```

```
Visibility_{\,\blacktriangle}^{\,\,\mathrm{namespace}\,\,\mathrm{X}\,\,\{}
               // .hpp (decl)
                 [extern] void foo();
External + // .cpp (def)
                void foo() {...}
             namespace _ {
 Internal + void foo() {...}
                                                                ➤ Lifetime
```

