

File1.cpp

```
inline int var {1};
```

```
Cout << var << &var;
```

The variable "var" has the same memory location and it is initialized once. It can be "1" or "2", depends on the evaluation order.

File2.cpp

```
Inline int var {2};
```

```
Cout << var << &var;
```

```
inlineVar = 1 &inlineVar = 0x104cf6af8  
inlineVar = 1 &inlineVar = 0x104cf6af8
```