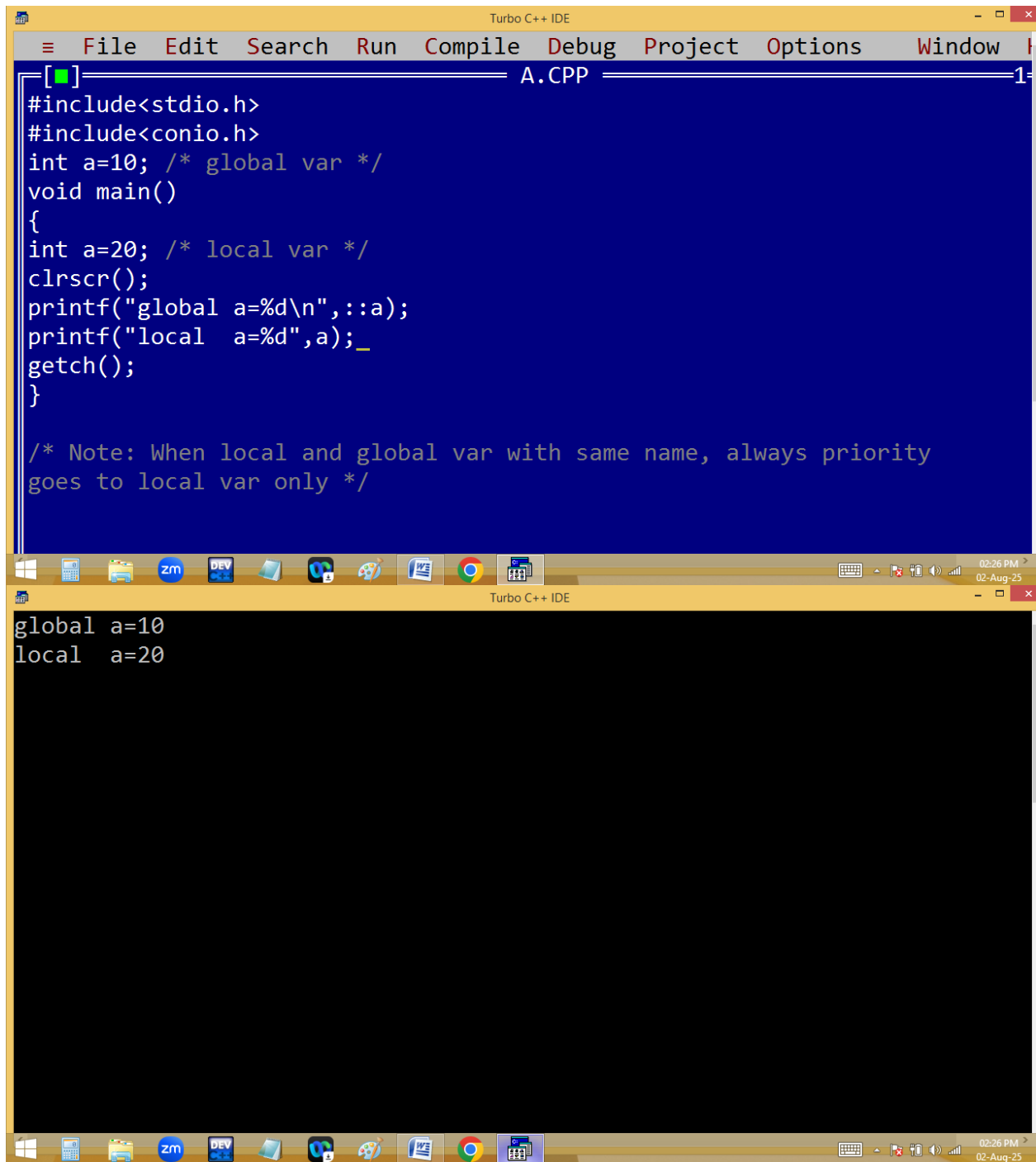


The image shows a screenshot of the Turbo C++ IDE. The top window, titled "A.CPP", contains the following C++ code:

```
[■] A.CPP 1
#include<stdio.h>
#include<conio.h>
int a=10; /* global var */
void main()
{
int a=20; /* local var */
clrscr();
printf("a=%d\n",a);
getch();
}

/* Note: When local and global var with same name, always priority
goes to local var only */_
```

The bottom window shows the output of the program, which is "a=20". The IDE's menu bar includes File, Edit, Search, Run, Compile, Debug, Project, Options, and Window. The Windows taskbar at the bottom shows various application icons and the system clock indicating 02:23 PM on 02-Aug-25.



The image shows a screenshot of the Turbo C++ IDE. The top window, titled 'A.CPP', contains the following C++ code:

```
[■] A.CPP 1
#include<stdio.h>
#include<conio.h>
int a=10; /* global var */
void main()
{
int a=20; /* local var */
clrscr();
printf("global a=%d\n",::a);
printf("local  a=%d",a);_
getch();
}

/* Note: When local and global var with same name, always priority
goes to local var only */
```

The bottom window shows the output of the program:

```
global a=10
local  a=20
```

The IDE's menu bar includes File, Edit, Search, Run, Compile, Debug, Project, Options, and Window. The Windows taskbar at the bottom shows various application icons and the system clock indicating 02:26 PM on 02-Aug-25.

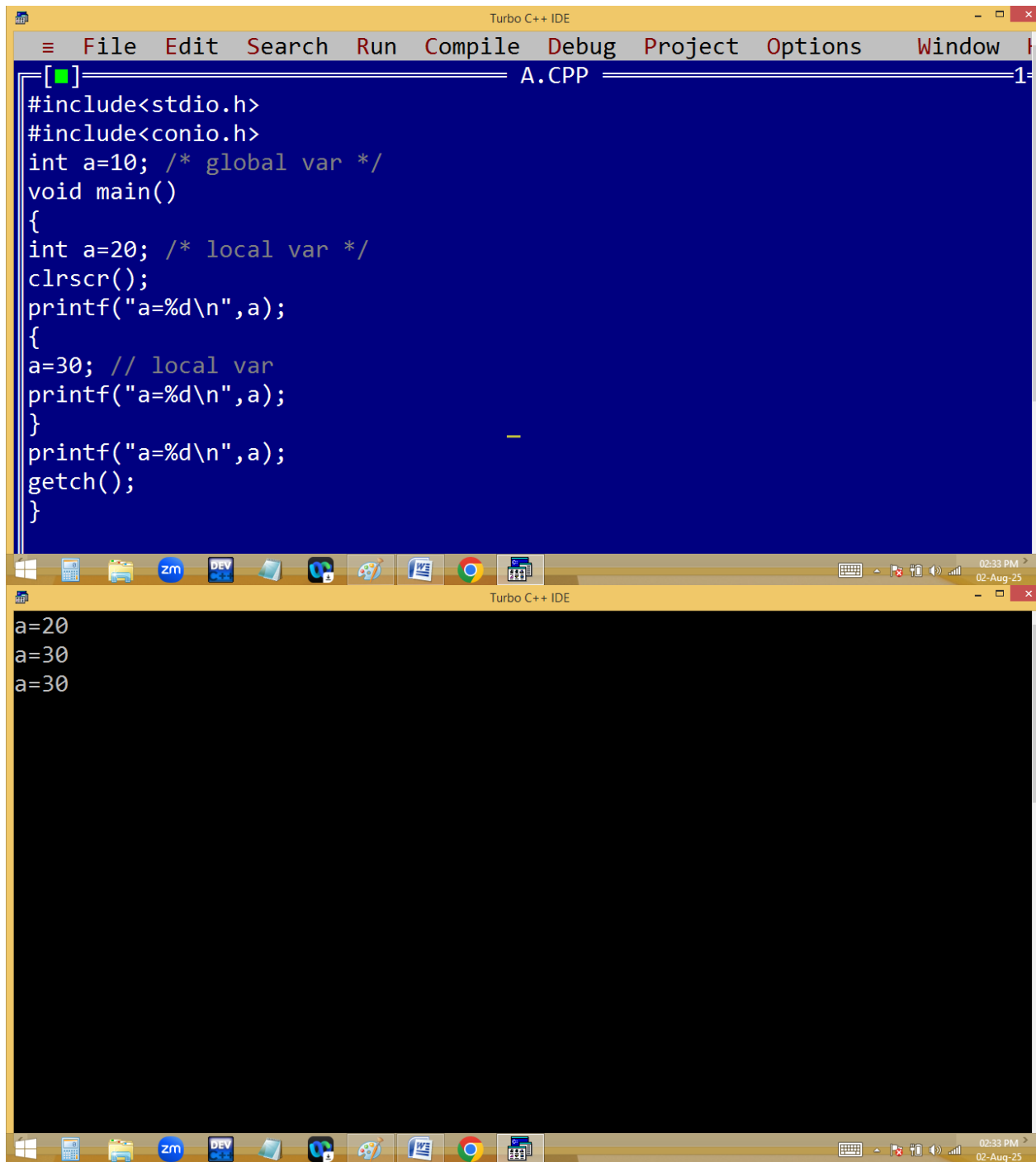
The image shows a screenshot of the Turbo C++ IDE. The top window displays the source code for a file named A.CPP. The code defines a global variable 'a' with the value 10, and then within the 'main' function, it defines two local variables 'a' with values 20 and 30, printing each value. The bottom window shows the output of the program, which prints the values 20, 30, and 20 in sequence, corresponding to the three 'printf' statements in the code. The IDE's menu bar includes File, Edit, Search, Run, Compile, Debug, Project, Options, and Window. The Windows taskbar at the bottom shows various application icons and the system clock indicating 02:30 PM on 02-Aug-25.

```
[■] A.CPP 1
#include<stdio.h>
#include<conio.h>
int a=10; /* global var */
void main()
{
int a=20; /* local var */
clrscr();
printf("a=%d\n",a);
{
int a=30; // local var
printf("a=%d\n",a);
}
printf("a=%d\n",a);
getch();
}
```

a=20
a=30
a=20
_

```
int a=10; /* global var */
void main()
{
    int a=20; /* local var */
    clrscr();
    printf("a=%d\n",a);
    {
        int a=30; // local var
        printf("a=%d\n",a);
    }
    printf("a=%d\n",a);
    getch();
}
```

The diagram illustrates the scope resolution of the variable 'a'. It shows three declarations: a global 'a' at the top, a local 'a' in the 'main' function, and another local 'a' in an inner block. Arrows indicate that the innermost 'a' is used for the first printf, the middle 'a' for the second printf, and the global 'a' for the third printf. The third printf statement is highlighted with a grey background.



The image shows a screenshot of the Turbo C++ IDE. The top window, titled "A.CPP", contains the following C++ code:

```
[■] A.CPP 1
#include<stdio.h>
#include<conio.h>
int a=10; /* global var */
void main()
{
int a=20; /* local var */
clrscr();
printf("a=%d\n",a);
{
a=30; // local var
printf("a=%d\n",a);
}
printf("a=%d\n",a);
getch();
}
```

The bottom window shows the output of the program:

```
a=20
a=30
a=30
```

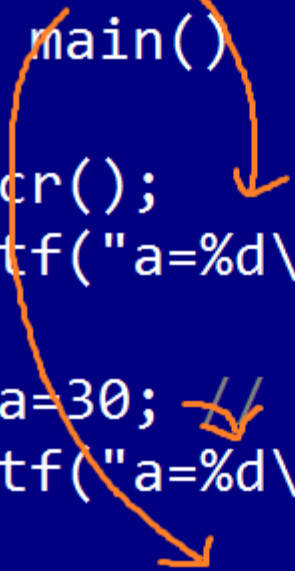
The IDE interface includes a menu bar with options: File, Edit, Search, Run, Compile, Debug, Project, Options, and Window. The Windows taskbar at the bottom shows the time as 02:33 PM on 02-Aug-25.

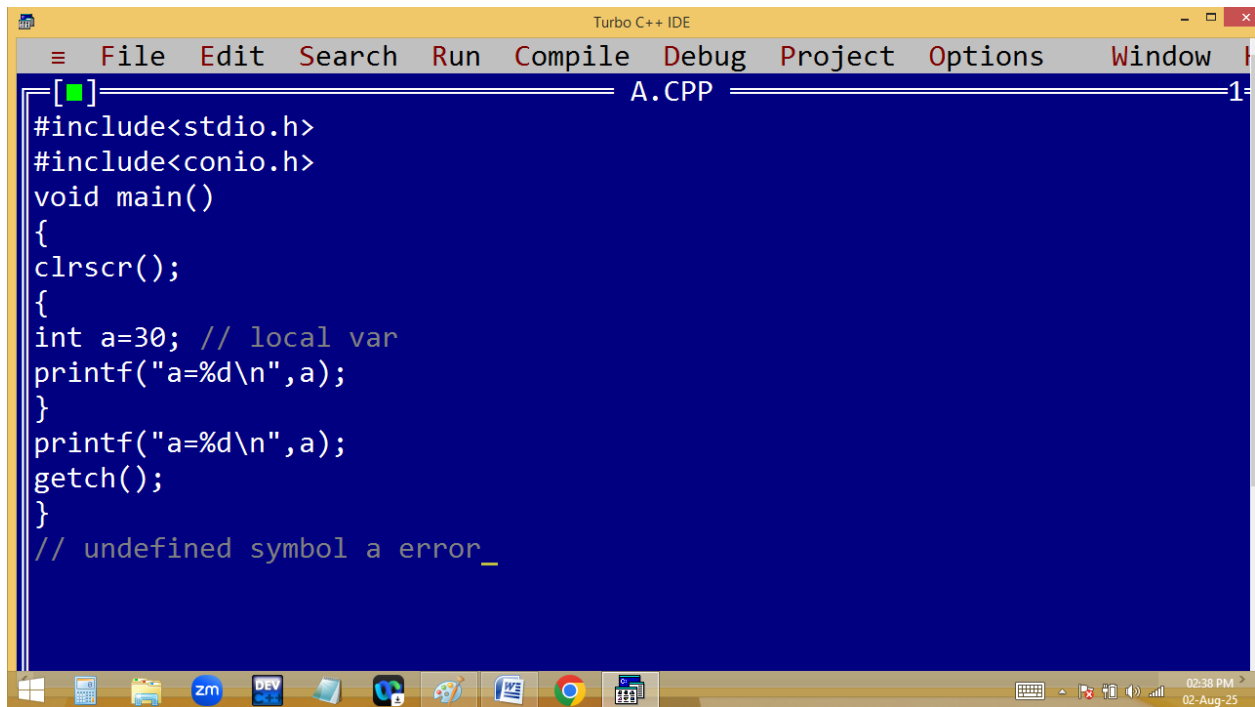
```
int a=10; /* global var */
void main()
{
    int a=20; /* local var */
    clrscr();
    printf("a=%d\n",a);
    {
        a=30; // local var
        printf("a=%d\n",a);
    }
    printf("a=%d\n",a);
    getch();
}
```

```
#include<stdio.h>
#include<conio.h>
int a=10; /* global var */
void main()
{
    clrscr();
    printf("a=%d\n",a);
    {
        int a=30; // local var
        printf("a=%d\n",a);
    }
    printf("a=%d\n",a);
    getch();
}
```

```
Turbo C++ IDE
a=10
a=30
a=10
```

```
#include <conio.h>
int a=10; /* global var */
void main()
{
    clrscr();
    printf("a=%d\n",a);
    {
        int a=30; // local var
        printf("a=%d\n",a);
    }
    printf("a=%d\n",a);
    getch();
}
```

An orange arrow originates from the 'a' in the first printf statement and points to the 'a' in the global variable declaration 'int a=10;'. Another orange arrow originates from the 'a' in the second printf statement and points to the 'a' in the local variable declaration 'int a=30;'. A third orange arrow originates from the 'a' in the third printf statement and points back to the 'a' in the global variable declaration.



The image shows a screenshot of the Turbo C++ IDE. The window title is "Turbo C++ IDE". The menu bar includes "File", "Edit", "Search", "Run", "Compile", "Debug", "Project", "Options", and "Window". The file name is "A.CPP". The code in the editor is as follows:

```
[■] A.CPP 1
#include<stdio.h>
#include<conio.h>
void main()
{
clrscr();
{
int a=30; // local var
printf("a=%d\n",a);
}
printf("a=%d\n",a);
getch();
}
// undefined symbol a error_
```

The taskbar at the bottom shows various icons including Windows, a calculator, a folder, a blue circle with 'zm', a 'DEV' icon, a folder, a paint palette, a document, a Chrome browser, and a task manager icon. The system clock in the bottom right corner shows "02:38 PM" and "02-Aug-25".

The image shows a screenshot of the Turbo C++ IDE. The top window, titled "A.CPP", contains the following C++ code:

```
[■] A.CPP 1
#include<stdio.h>
#include<conio.h>
int a=1, b=2, c=3; // global var
void main()
{
clrscr();
{
int a=10,b=20,c=30; // local var
printf("sum=%d\n",a+b+c);
}
printf("sum=%d\n",a+b+c);
getch();
}
```

The bottom window shows the output of the program:

```
sum=60
sum=6
_
```

The IDE interface includes a menu bar with File, Edit, Search, Run, Compile, Debug, Project, Options, and Window. The Windows taskbar at the bottom shows the time as 02:40 PM on 02-Aug-25.

```
#include<conio.h>
int a=1, b=2, c=3; // global var
void main()
{
clrscr();
{
int a=10,b=20,c=20; // local var
printf("sum=%d\n",a+b+c);
}
printf("sum=%d\n",a+b+c);
getch();
}
```

The image shows a screenshot of the Turbo C++ IDE. The top window, titled "A.CPP", contains the following C++ code:

```
[■] A.CPP 1
#include<stdio.h>
#include<conio.h>
int a=1, b=2, c; // global var
void main()
{
clrscr();
{
int a=10,b=20,c; // local var
printf("sum=%d\n",a+b+c);
}
printf("sum=%d\n",a+b+c);
getch();
}
```

The bottom window shows the output of the program:

```
sum=-29131
sum=3
```

The IDE interface includes a menu bar with File, Edit, Search, Run, Compile, Debug, Project, Options, and Window. The Windows taskbar at the bottom shows the time as 02:42 PM on 02-Aug-25.

```
#include<conio.h>
int a=1, b=2, c; // global var
void main()
{
clrscr();
{
int a=10,b=20,c; // local var
printf("sum=%d\n",a+b+c); 10+20+gr=gr
}
printf("sum=%d\n",a+b+c); 1+2+0=3
getch();
}
```

Turbo C++ IDE

File Edit Search Run Compile Debug Project Options Window

A.CPP 1

```
[■]
#include<stdio.h>
#include<conio.h>
int a=1, b=2, c; // global var
void main()
{
clrscr();
{
int a=10,b=20; // local var
printf("sum=%d\n",a+b+c);
c=30;
}
printf("sum=%d\n",a+b+c);
getch();
}
```

02:46 PM 02-Aug-25

```
Turbo C++ IDE
sum=30
sum=33
```

```
#include<stdio.h>
#include<conio.h>
int a=1, b=2, c; // global var
void main()
{
clrscr();
{
int a=10, b=20; // local var
printf("sum=%d\n", a+b+c);
c=30;
}
printf("sum=%d\n", a+b+c);
getch();
}
```

30

10+20+0=30

1+2+30=33

The image shows a screenshot of the Turbo C++ IDE. The top window, titled "A.CPP", contains the following C++ code:

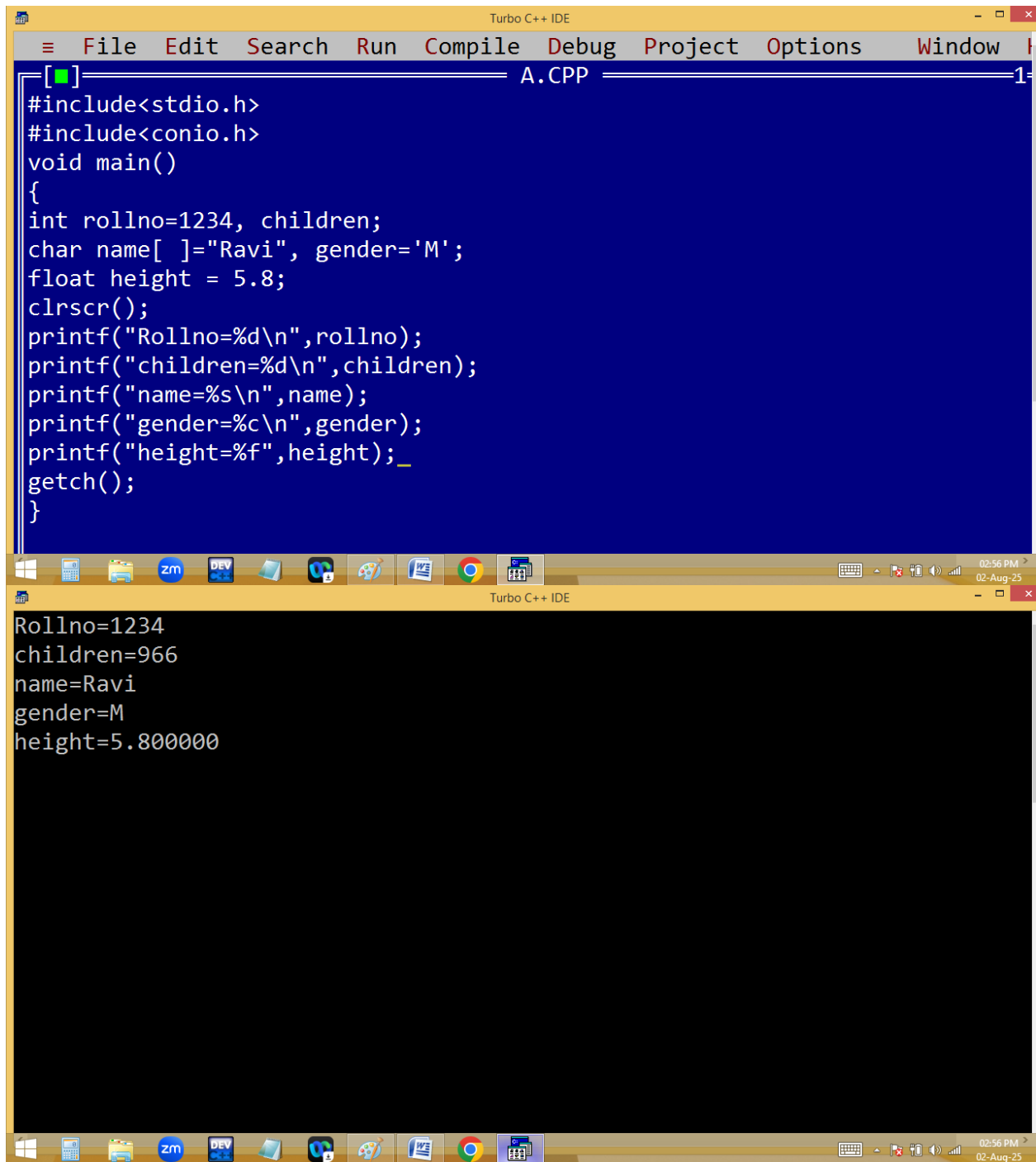
```
[■] A.CPP 1
#include<stdio.h>
#include<conio.h>
int a=1, b=2, c; // global var
void main()
{
clrscr();
{
int a=10,b=20,c=30; // local var
printf("sum=%d\n",a+b+c);
c=100;
}
printf("sum=%d\n",a+b+c);
getch();
}
```

The bottom window shows the output of the program:

```
sum=60
sum=3
```

The IDE's menu bar includes File, Edit, Search, Run, Compile, Debug, Project, Options, and Window. The Windows taskbar at the bottom shows various application icons, including Google Chrome, and the system clock indicates 02:49 PM on 02-Aug-25.

```
#include<conio.h>
int a=1, b=2, c; // global var
void main()
{
clrscr();
{
int a=10,b=20,c=30; // local var
printf("sum=%d\n",a+b+c);
c=100; 10+20+30=60
}
printf("sum=%d\n",a+b+c);
getch(); 1+2+0=3
}
```



The image shows a screenshot of the Turbo C++ IDE. The top window, titled 'A.CPP', contains the following C code:

```
[■] A.CPP 1
#include<stdio.h>
#include<conio.h>
void main()
{
int rollno=1234, children;
char name[ ]="Ravi", gender='M';
float height = 5.8;
clrscr();
printf("Rollno=%d\n",rollno);
printf("children=%d\n",children);
printf("name=%s\n",name);
printf("gender=%c\n",gender);
printf("height=%f",height);_
getch();
}
```

The bottom window shows the output of the program:

```
Rollno=1234
children=966
name=Ravi
gender=M
height=5.800000
```

The IDE interface includes a menu bar with File, Edit, Search, Run, Compile, Debug, Project, Options, and Window. The Windows taskbar at the bottom shows various icons and the system clock indicating 02:56 PM on 02-Aug-25.

Memory allocation for variables:

stack area

LIFO-LAST IN FIRST OUT

FILO-FIRST IN LAST OUT

