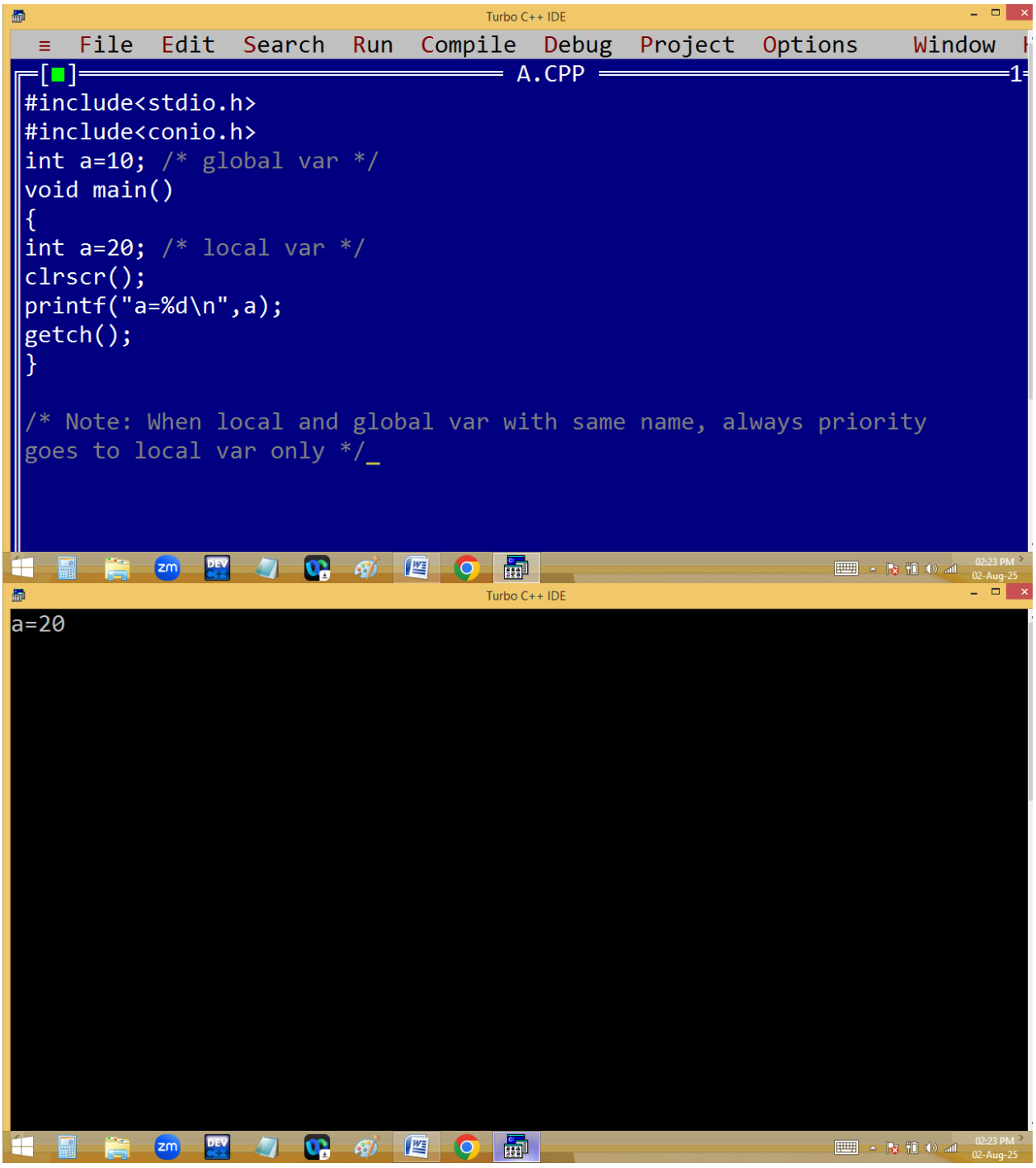
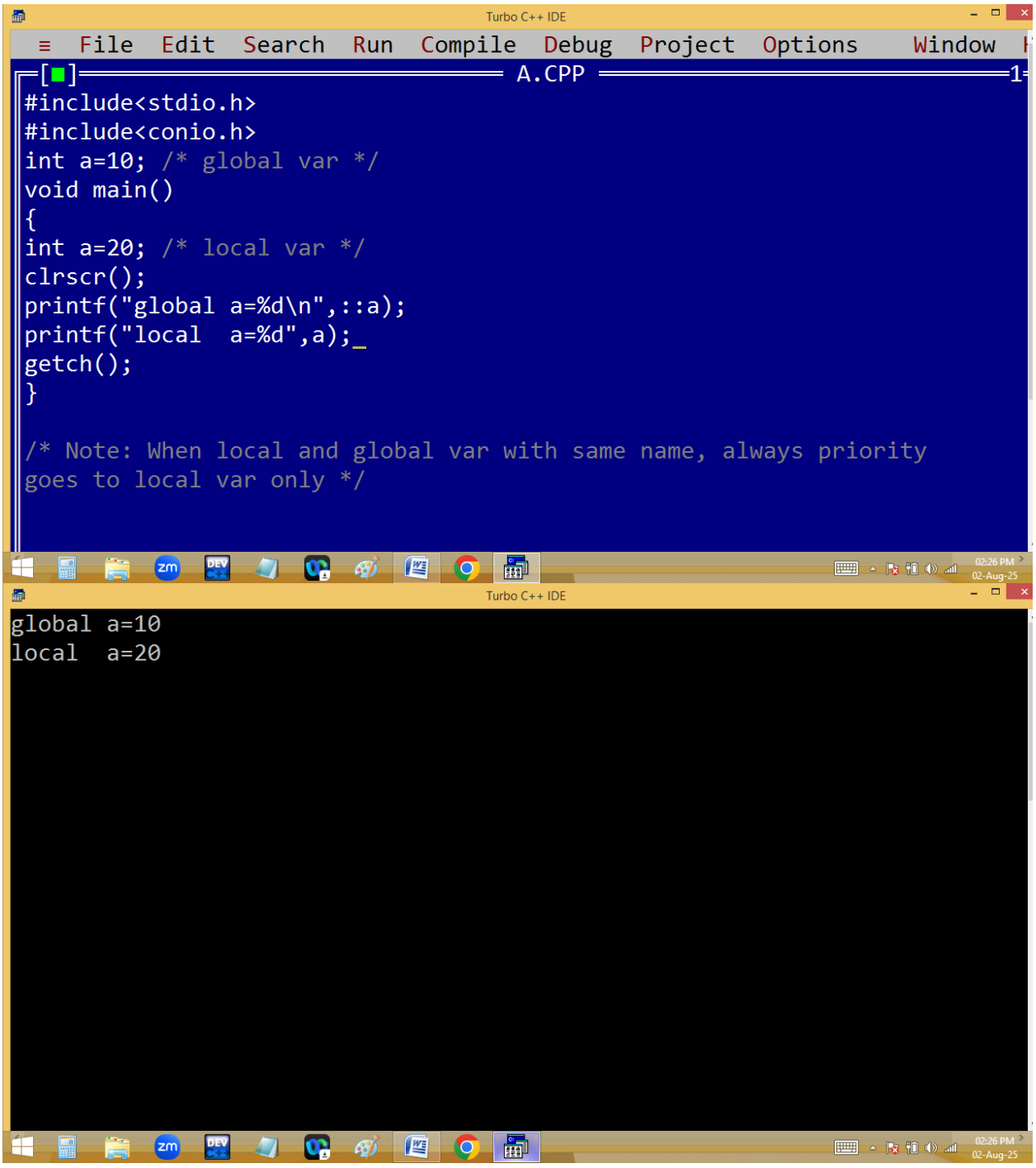
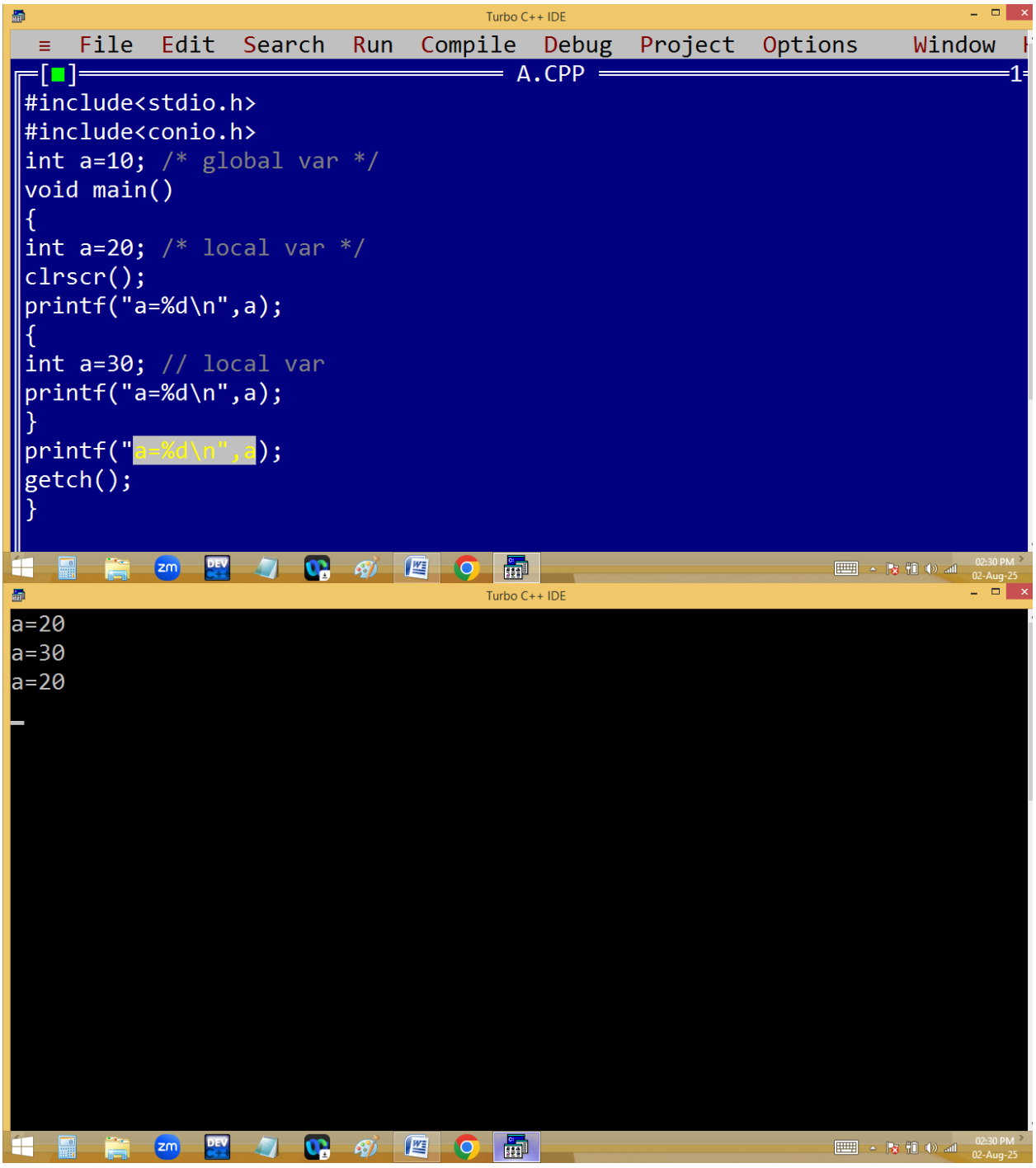

Turbo C++ IDE
File Edit Search Run Compile Debug Project Options Window
A.CPP
#include<stdio.h>
#include<conio.h>
int a=10; /* global var */
void main()
{
int a=20; /* local var */
clrscr();
printf("a=%d\n",a);
getch();
}
/* Note: When local and global var with same name, always priority
goes to local var only */
Turbo C++ IDE
a=20


Turbo C++ IDE
File Edit Search Run Compile Debug Project Options Window
A.CPP
#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 */
Turbo C++ IDE
global a=10
local a=20


Turbo C++ IDE
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A.CPP
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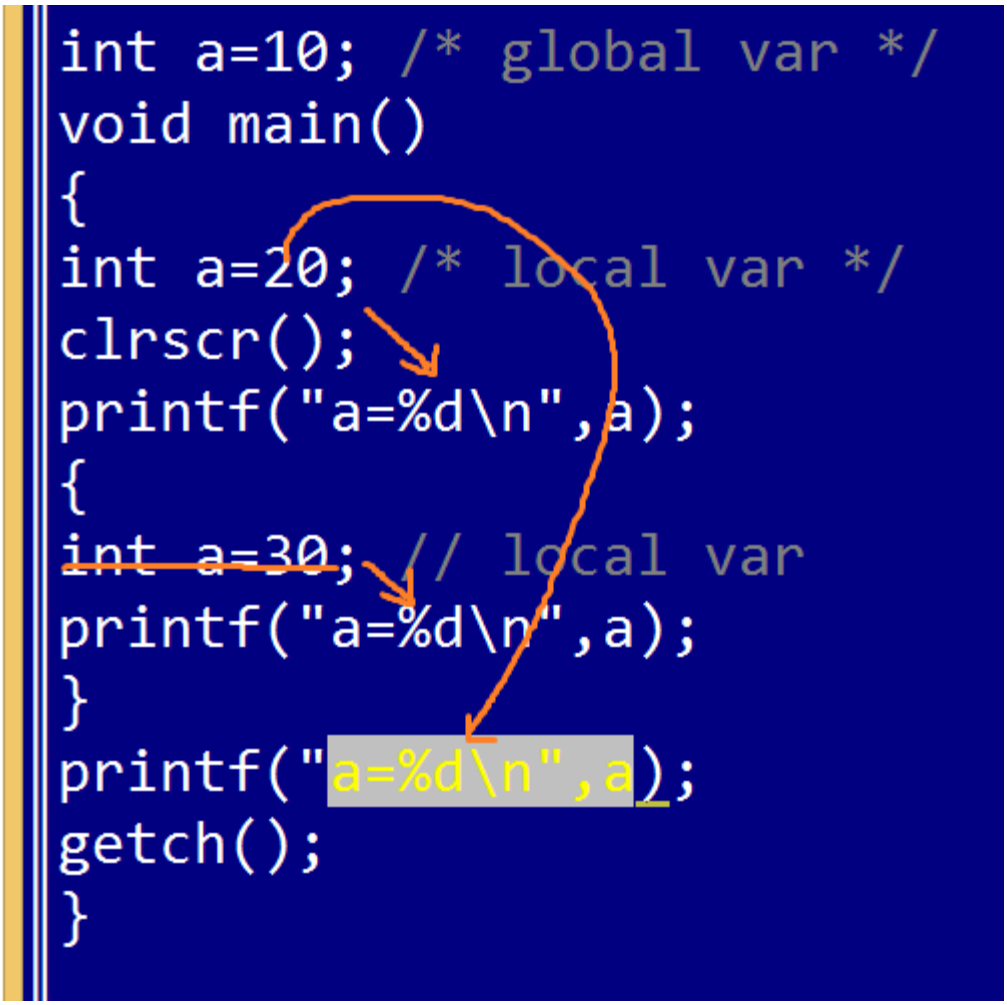
#include<conio.h>
int a=10; /* global var */
void main()
{
int a=20; /* local var */
clrscr();
printf("a=%d\n",a);
{
int a=30; // local var
printf("a=%d\n",a);
}
printf("a=%d\n",a);
getch();
}
Turbo C++ IDE
a=20
a=30
a=20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void main()
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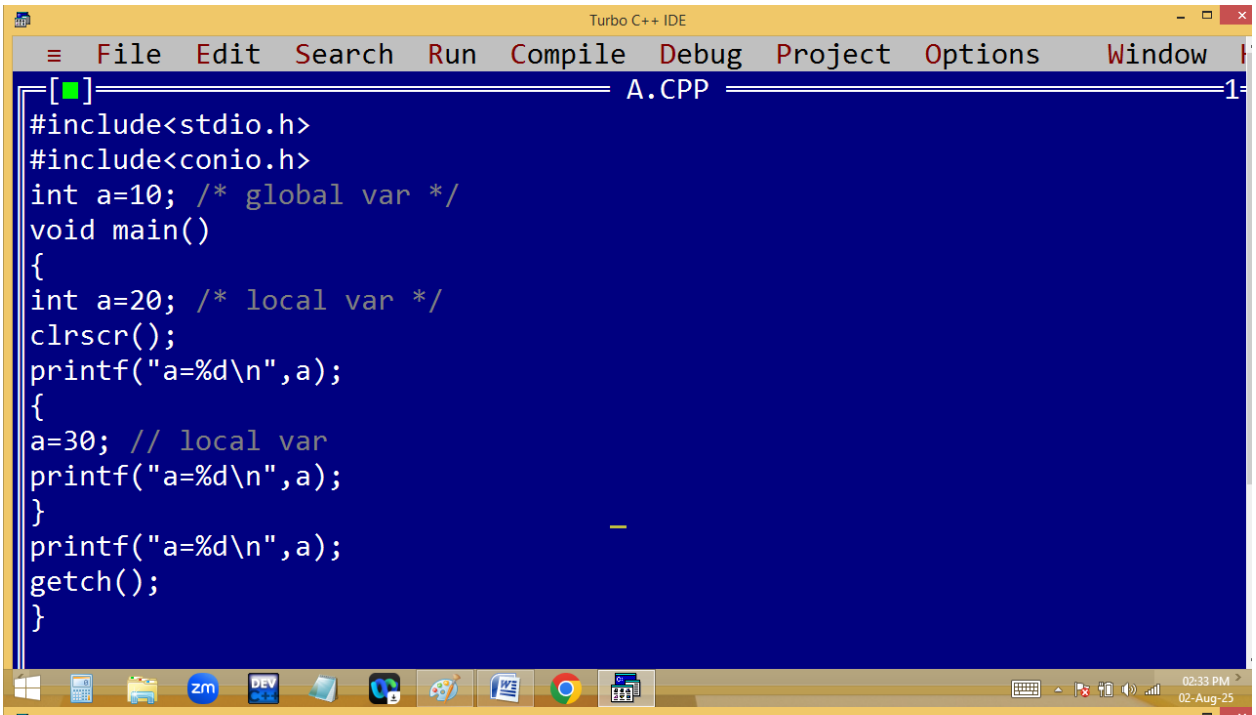
clrscr();
printf("a=%d\n",a);
{
int a=30; // local var
printf("a=%d\n",a);
}
printf("a=%d\n",a);
getch();
}


Turbo C++ IDE
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A.CPP
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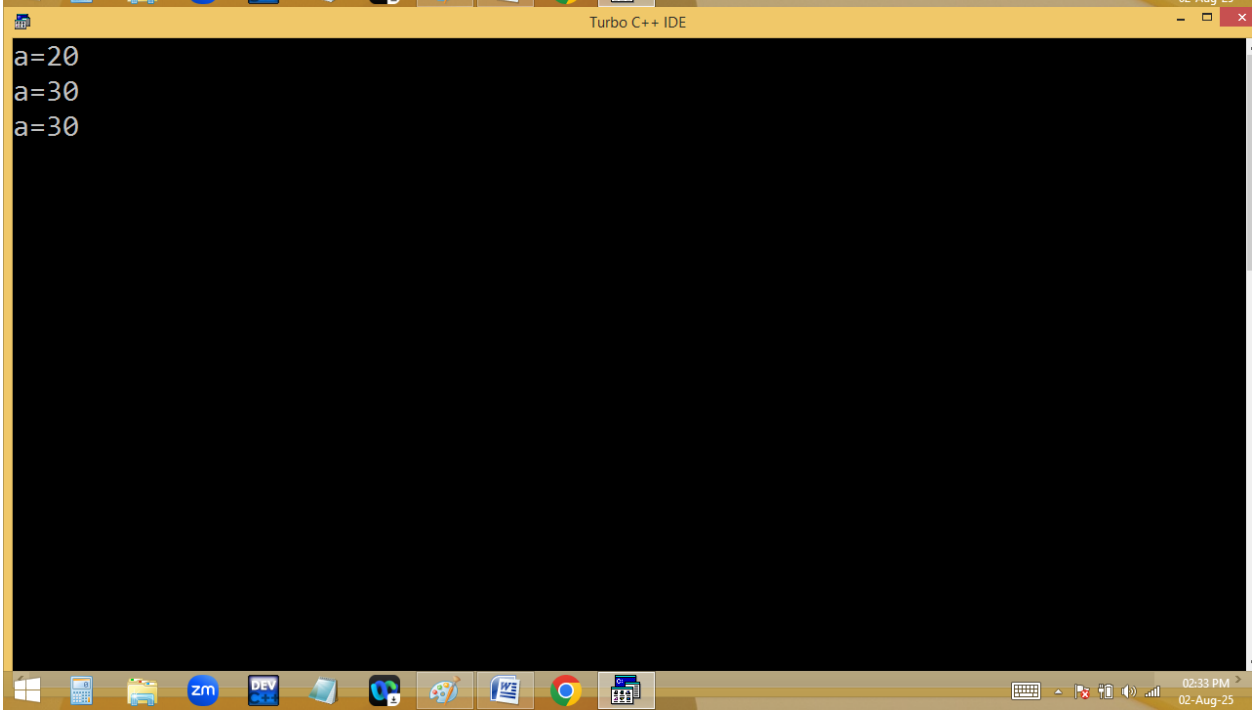
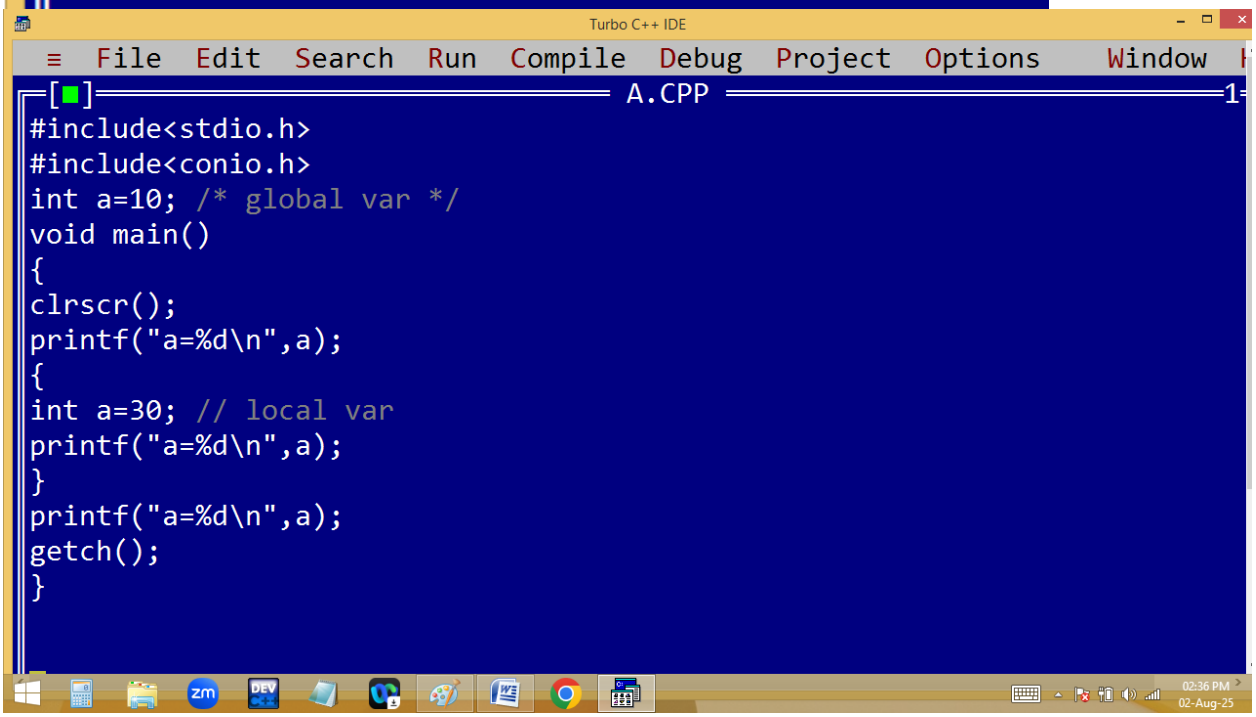
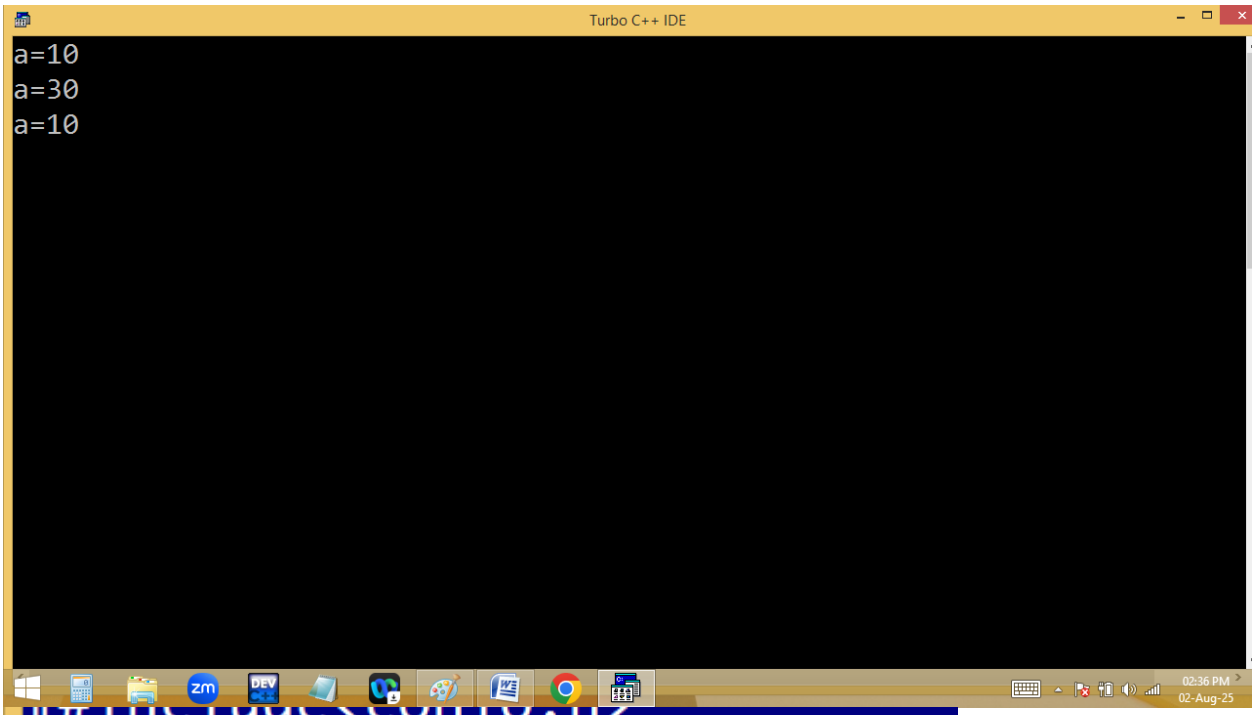
#include<conio.h>
int a=10; /* global var */
void main()
{
int a=20; /* local var */
clrscr();
printf("a=%d\n",a);
{
a=30; // local var
printf("a=%d\n",a);
}
printf("a=%d\n",a);
getch();
}

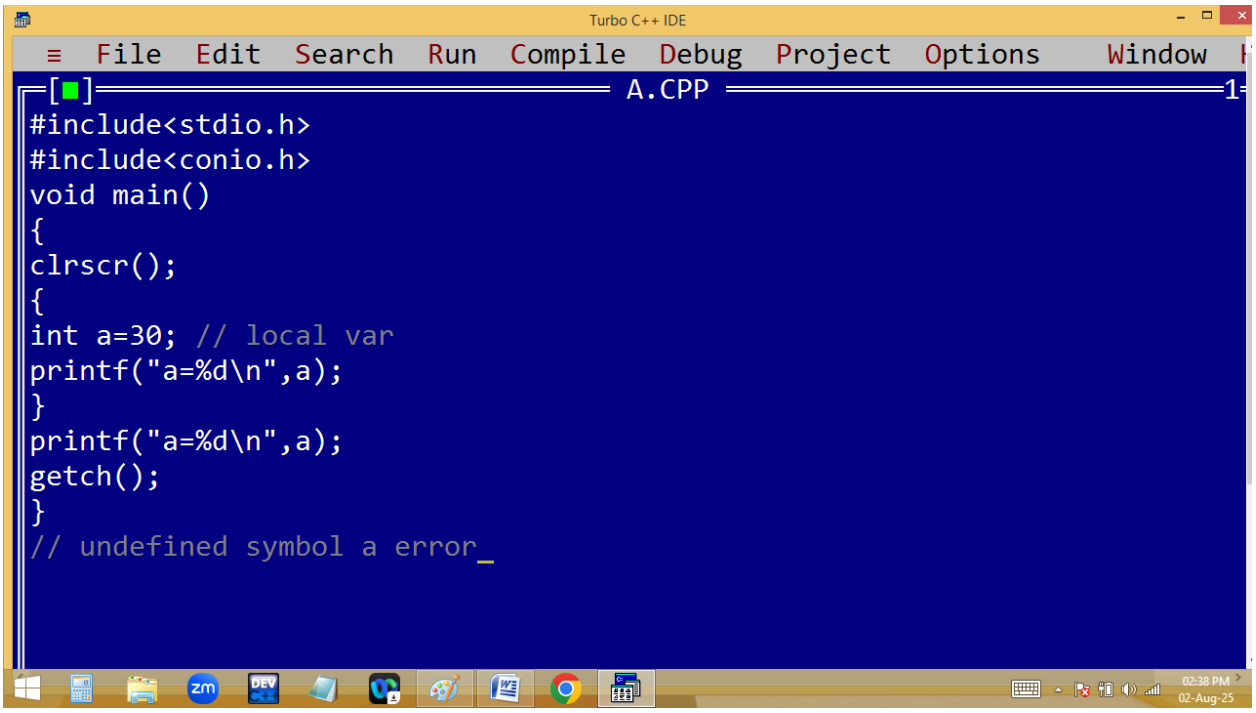

Turbo C++ IDE
a=20
a=30
a=30

```
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();
}
```






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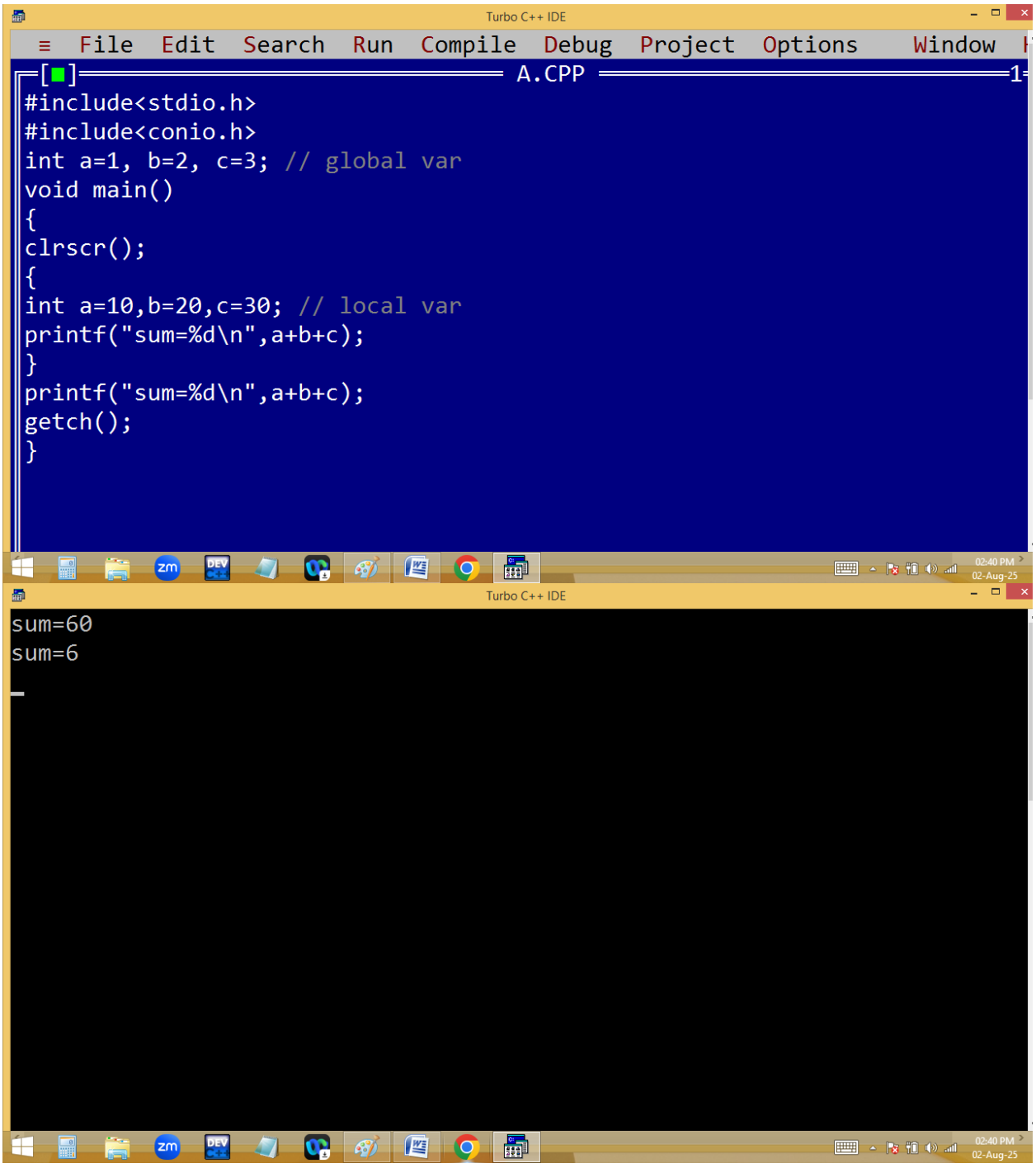
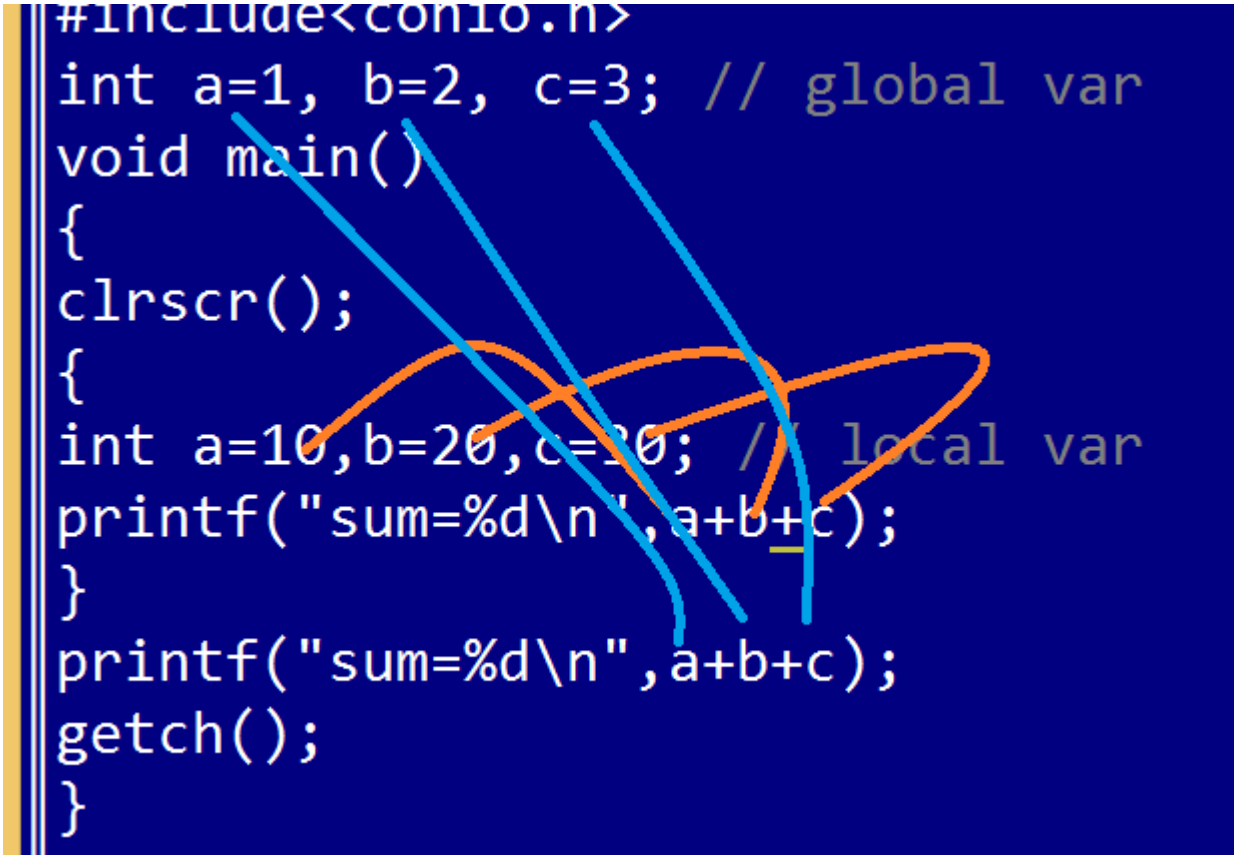
A.CPP
#include<stdio.h>
#include<conio.h>
void main()
{
clrscr();
{
int a=30; // local var
printf("a=%d\n",a);
}
printf("a=%d\n",a);
getch();
}
// undefined symbol a error_


Turbo C++ IDE
File Edit Search Run Compile Debug Project Options Window
A.CPP
#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();
}
Turbo C++ IDE
sum=60
sum=6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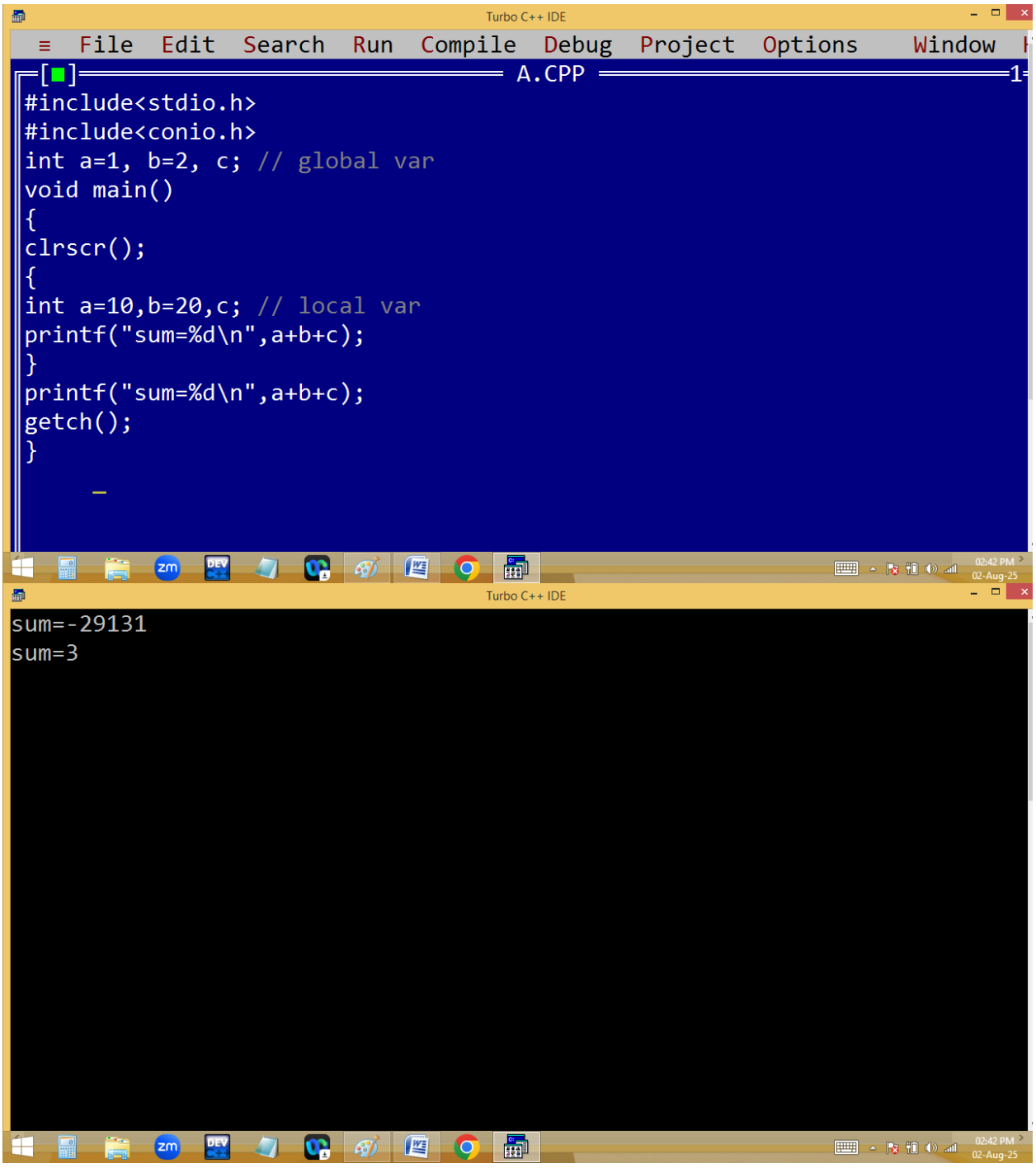
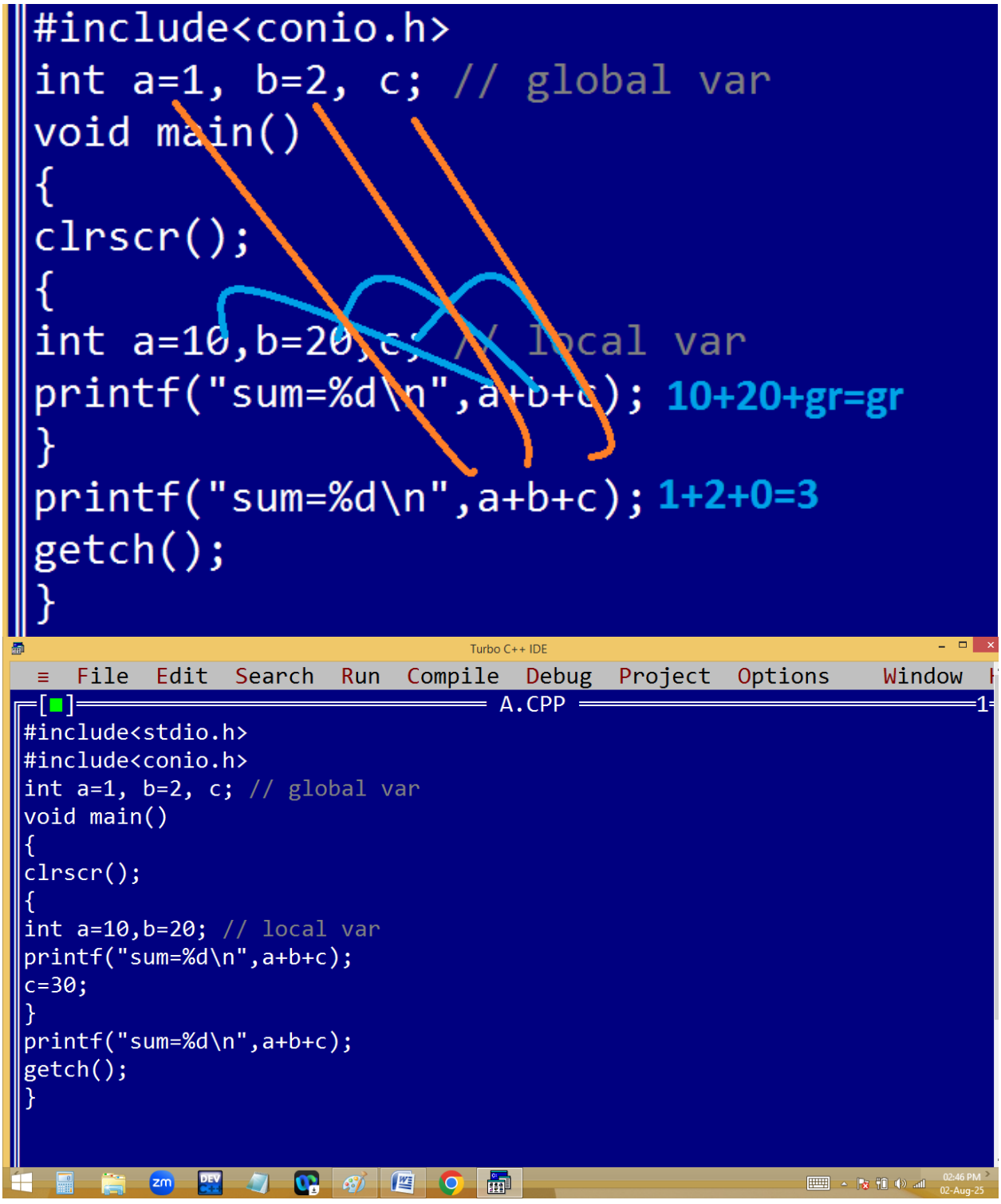
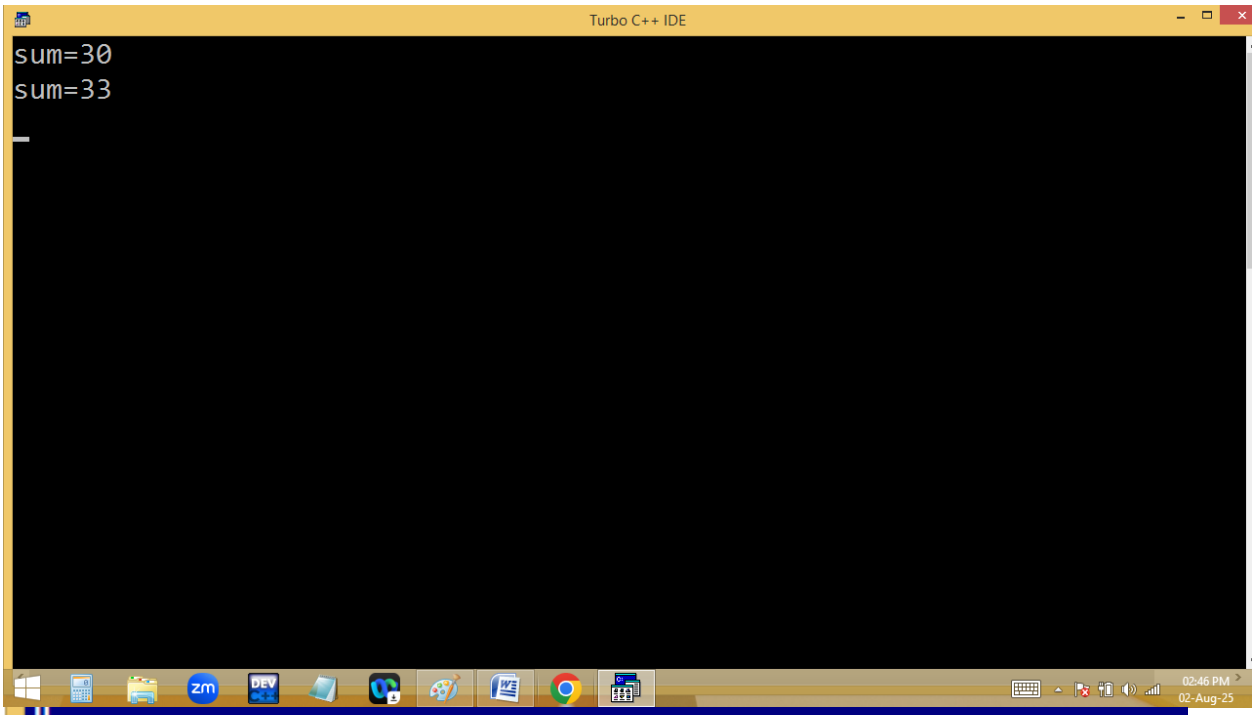
int a=1, b=2, c=3; // global var
void main()
{
clrscr();
{
int a=10,b=20,c=30; // local var
printf("sum=%d\n",a+b+c);
}
printf("sum=%d\n",a+b+c);
getch();
}


Turbo C++ IDE
File Edit Search Run Compile Debug Project Options Window
A.CPP
#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();
}
Turbo C++ IDE
sum=-29131
sum=3


#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
#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();
}

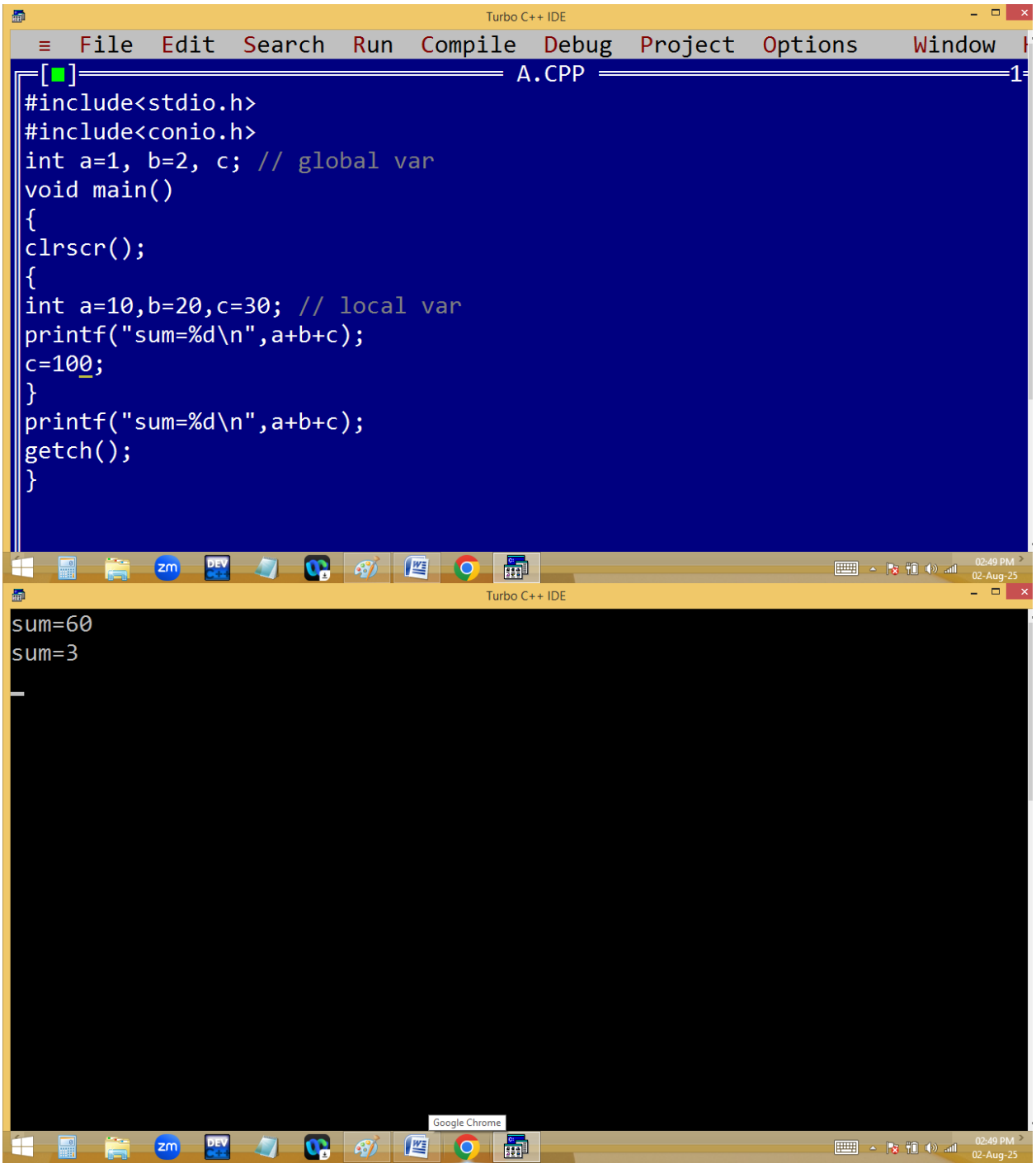



```
#include<stdio.h>
#include<conio.h>
int a=1, b=2, c;// global var
void main()
{
clrscr();
{
int a=10,b=20; // local var
printf("sum=%d\n",a+b+c);
c=30;
}
printf("sum=%d\n",a+b+c);
getch();
}
```

30

10+20+0=30

1+2+30=33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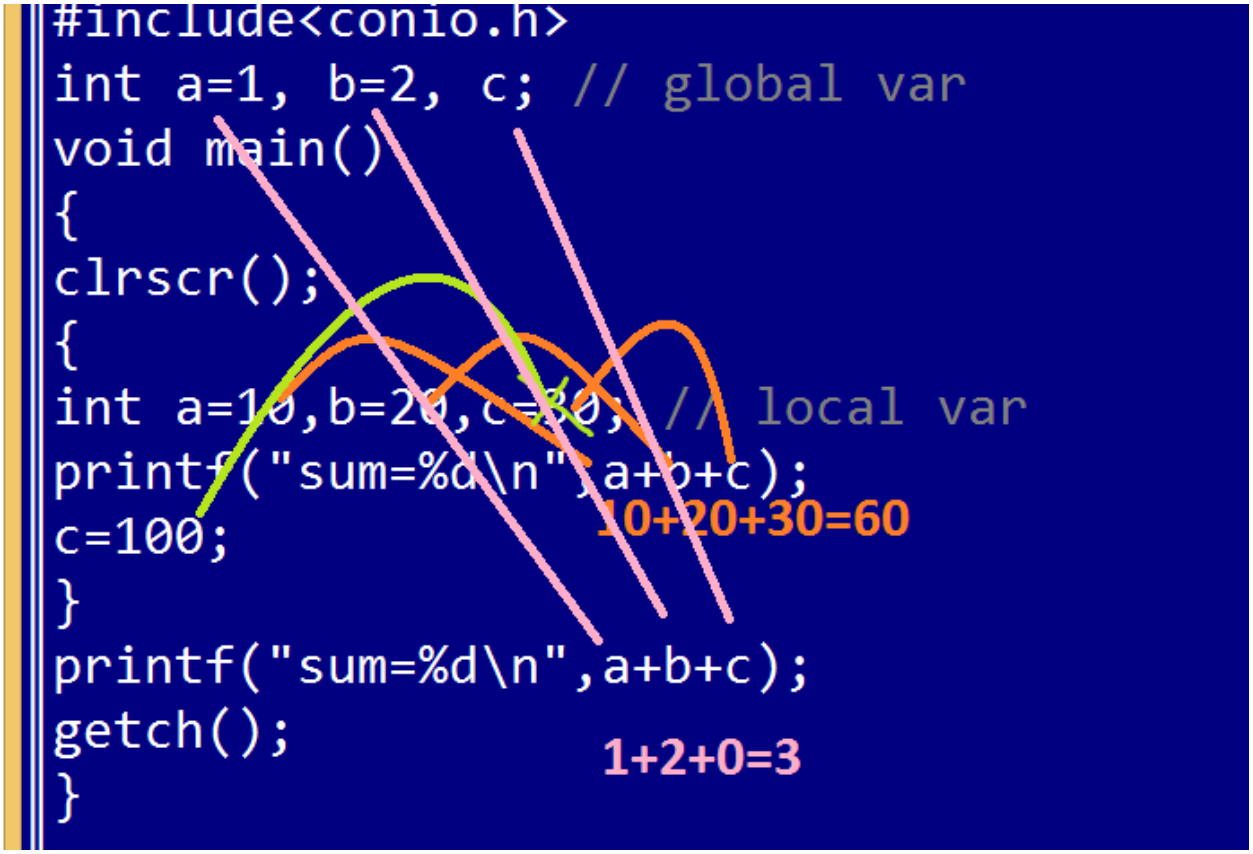
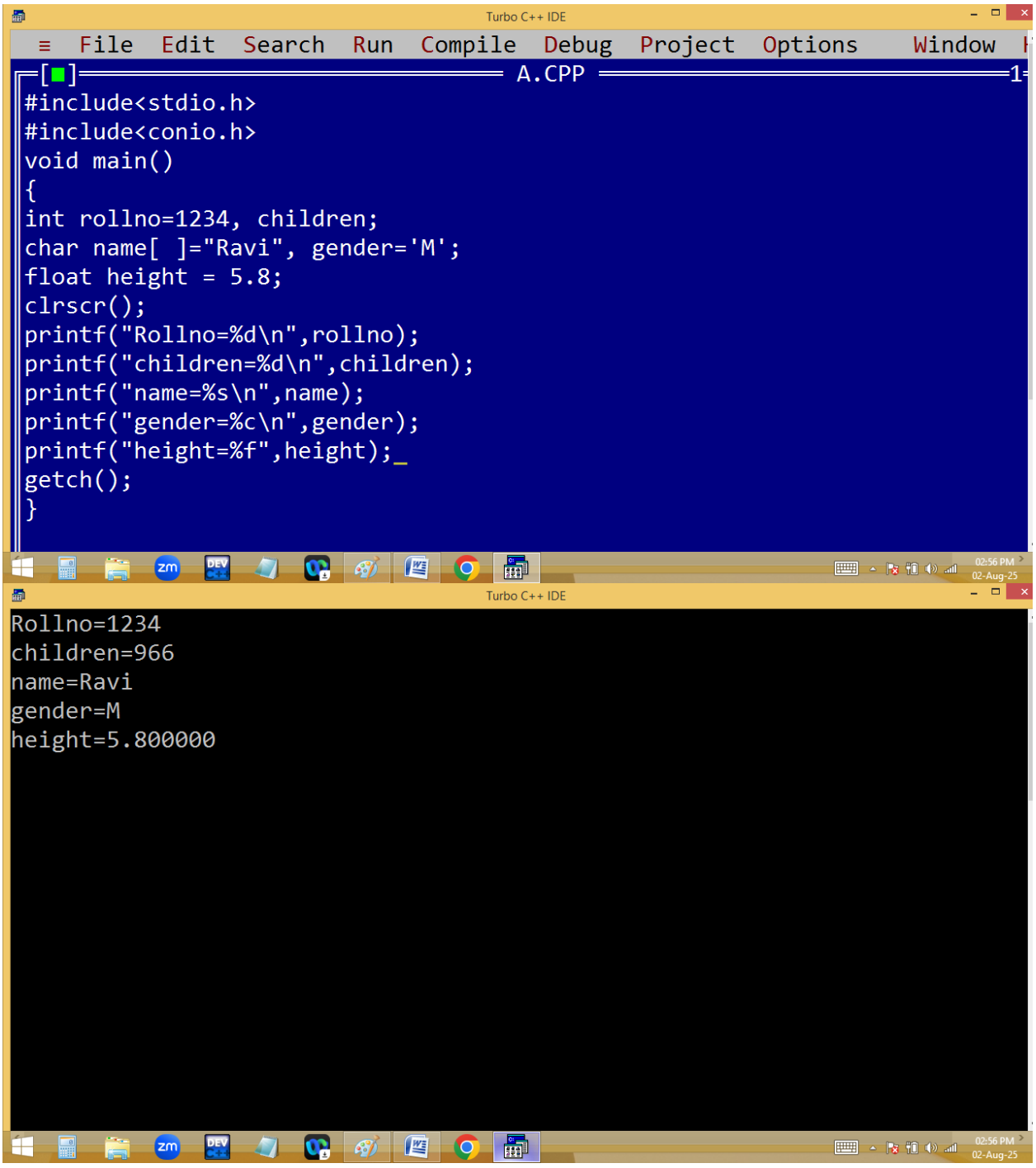
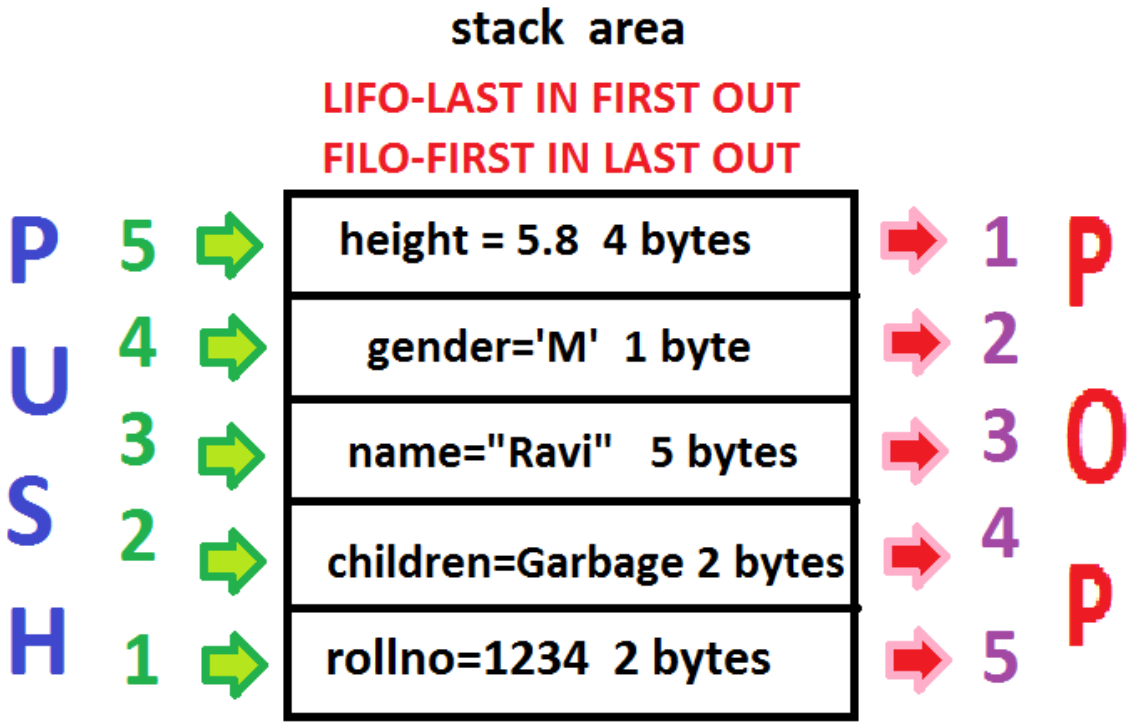
A.CPP
#include<stdio.h>
#include<conio.h>
int a=1, b=2, c; // global var
void main()
{
clrscr();
{
int a=10,b=20,c=30; // local var
printf("sum=%d\n",a+b+c);
c=100;
}
printf("sum=%d\n",a+b+c);
getch();
}
Turbo C++ IDE
sum=60
sum=3
Google Chrome


#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);
10+20+30=60
c=100;
}
printf("sum=%d\n",a+b+c);
getch();
1+2+0=3
}



Memory allocation for variables:


stack area
LIFO-LAST IN FIRST OUT
FILO-FIRST IN LAST OUT
PUSH
5
4
3
2
1
height = 5.8 4 bytes
gender='M' 1 byte
name="Ravi" 5 bytes
children=Garbage 2 bytes
rollno=1234 2 bytes
1
2
3
4
5
POP