| S.No: 23 | Exp. Name: ***Illustrate the use of auto variable*** | Date:2023-04-03 |
|---|---|---|





## Aim:

Illustrate the use of auto variable.

The variables defined using **auto** storage class are called as local variables.

Auto stands for **automatic** storage class. A variable is in auto storage class by default if it is not explicitly specified.

The scope of an auto variable is **limited with the particular block only.**

Once the control goes out of the block, the access is destroyed. This means only the block in which the auto variable is declared can access it.

A keyword **auto** is used to define an auto storage class. By default, an auto variable contains a **garbage value**.

Follow the instructions given in the comment lines to declare auto variables and print their values at different places in the program.

## Source Code:

auto.c

```
#include<stdio.h>
void main() {
   auto int d=4;// Declare an auto variable d of type integer.
   // Print the value of d.
   {
      auto int d=6;
       // Declare and initialize the auto variable d with 4.
      {
      auto int d=32767;// Declare and initialize the auto variable d with 6/
      printf("d=%d\n",d);  // Print the value of d.
      }
   printf("d=%d\n",d);  // Print the value of d.
   }
   printf("d=%d\n",d);
}
```

## Execution Results - All test cases have succeeded!

| Test Case - 1 |
|---|
| User Output |
| 32767 |
| 6 |
| 4 |