

```
#include <stdio.h>
```

```
int main(void) {
```

```
    int i = 1;
```

```
    printf("Outer i = %d.\n", i);
```

```
{
```

```
    int i = 2;
```

```
    printf("Inner i = %d.\n", i);
```

```
}
```

```
    printf("Outer i = %d.\n", i);
```

```
    return 0;
```

```
}
```

new i within the
scope of another i

scope
of new
i

scope
of old
i