Global variable :-

↳ written outside of a function

↳ Accessible to all function (some copy)

Local variable :-

↳ written inside a function

↳ accessible inside function scope only

↳ scoped

```
#include<iostream>

int x = 2;   // global

int main()
{
    x = 4;

local ⇒ int x = 20;

    cout << x ;      ⇒ 20

    cout << ::x ;    ⇒ 4

}
```