

**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;{
        auto int d=6;
        {
            auto int d=32767;
            printf("d=%d\n",d);
        }
        printf("d=%d\n",d);
    }
    printf("d=%d\n",d);
}
```

**Execution Results** - All test cases have succeeded!

Test Case - 1	
User Output	
32767	
6	
4	