PRACTICAL-10

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Practical-10: Program to Implement Storage Class.

1. Write C program to illustrate the properties of a static Variable.

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|  | /\* Static Storage Class \*/  #include<stdio.h> int main()  { void func(); int i;  for(i=0;i<5;i++)  {  func();  }  return 0;  }  void func()  { static int x; x=x+1; printf("%d\n",x);  } |
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1. Write C program to illustrate the properties of a auto Variable.

Method 1.

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| /\* Automatic Storage Class \*/  #include<stdio.h> int main()  { int x; //Local Variable printf("Enter a Number : "); scanf("%d",&x);  { int p; // p is use is only with in the open anf closing curly p=100; |

}

// printf("P : ",p); //Generate Error printf("%d",x); return 0;

}

Method 2.

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| /\* Automatic Storage class \*/  #include<stdio.h> void f1(); int main()  { int x; x=10; printf("%d\n",x);  // printf("%d\n",k); //This will generate error because it declared an inttialize in another function return 0;  }  void f1()  { int k=100;    } |

1. Write C program to illustrate the properties of a extern Variable.

Method 1.

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| /\* External Storage Class \*/  /\* External variable \*/  #include<stdio.h>    int main()  { void f1(); void f2(); void f3(); extern int x; // //extern x; -->This stattement works on TURBO C x=10; printf("%d\n",x); f1(); f2(); f3(); return 0;  }  void f1()  { extern int x; x=x+10;  printf("%d\n",x);  } |
| void f2()  { extern int x; x=x+10;  printf("%d\n",x);  }  void f3()  { extern int x; x=x-10;  printf("%d\n",x);  }int x; |

Method 2.

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| /\* External Storgae Class \*/  /\* Global Variable \*/ #include<stdio.h> int a; //Glolbally Declared Variable -> It can be //accessed by all till the end of the program.  int main() //Default value of Global Variable is 0  { void f1(); printf("%d\n",a);  f1(); return 0;  }  void f1()  { printf("%d",a);  } |

1. Write C program to illustrate the properties of a register Variable.

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| /\* Register Storage Class \*/  #include<stdio.h> int main()  { register int i; //Speed of register storage class is fast for(i=0;i<10;i++)  { printf("%d\n",i);  }  return 0;  } |