SCOPE RESOLUTION OPERATOR

SYNTAX

:: identifier *// for Global Scope*

class-name :: identifier *// for Class Scope*

namespace :: identifier *// for Namespace Scope*

*//simple syntax*

:: global variable name

EXAMPLE

#include <iostream>

using namespace std;

char a = 'm';

static int b = 50;

int main() {

   char a = 's';

   cout << "The static variable : "<< ::b;

   cout << "\nThe local variable : " << a;

   cout << "\nThe global variable : " << ::a;

   return 0;

USES OF SCOPE RESOLUTION OPERATOR

* Accessing a global variable when there is a local variable with same name.
* Defining a function outside a class.
* Accessing a class's static variables.
* Referring to a class inside another class.
* In case of multiple Inheritance.
* Namespace