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**Practical – 10: Program to implement Storage Class**

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

#include<stdio.h>

#include<conio.h>

void main()

{

void fun(int a1,int b1);

int a,b;

fun(a,b);

}

void fun(int a2,int b2)

{

static int c;

printf("Enter two numbers\n");

scanf("%d%d",&a2,&b2);

c=a2+b2;

printf("Sum is: %d",c);

}

1. **Write C program to illustrate the properties of an auto variable.**

#include<stdio.h>

#include<conio.h>

void main()

{

void input(int,int);

int a,b,c;

input(a,b);

}

void input(int a1,int b1)

{

auto int c;

printf("Enter two number:\n");

scanf("%d%d",&a1,&b1);

c=a1+b1;

printf("Sum is %d",c);

}

1. **Write C program to illustrate the properties of an extern variable.**

#include<stdio.h>

#include<conio.h>

int a,b,c;

void main()

{

void add(int,int,int);

printf("Enter numbers:\n");

scanf("%d",&a);

scanf("%d",&b);

add(a,b,c);

}

void add(int a1,int b1,int c1)

{

c1=a1+b1;

printf("sum = %d",c1);

}

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

#include<stdio.h>

#include<conio.h>

void main()

{

register int a;

printf("%d",a+10);

}