PFI lecture Scope

- A scope is a region of program text.
- The main purpose of scope is to keep names local, so they do not interfere (or clash) with names declared else where.
- A name (a variable for instance) is declared in a scope and is valid from the point of its declaration until the end of scope in which it is declared.

PFI lecture scope categories

- The global scope
- A Local scope between {...} and function argument list
- A statement scope: e.g. in a for loop
- A Class scope
- A Namespace

- The global scope.
- The content of the source code file:

```
int x; // x is in the global scope
void set(){ // set, function name, global scope
  x=7; // use global scope x
}
int main() { // main, function name, global
  x = 1; // use global scope x
  set(); // use global scope set
  return 0;
}
```

```
A local scope concept and examples
  The content of the source code file:
int x; // x is in the global scope
void set(){
  x=7; // use global scope x
   int x=0; // declare and define local x
   x=x+1; // use local x
int main() {
   set(); // use global scope set
   cout << x << endl;
   int x = 10; // a local in the main block
          x = 20;
          int x = 100; // a local in the immediate preceding \{ \} block
          x = x + 1;
   cout << x << endl;
   return 0;
```

- A statement scope concept and examples
- The content of the source code file:

- A statement scope concept and examples
- The content of the source code file:

- A function argument list scope concept and examples
- The content of the source code file:

```
int h(int x){
  cout << x << endl;
  x = x + 1;
  //int x = 0; uncomment will result error
  return x;
}
int main() {
  int x = 20;
  cout << h(x) << endl;
  return 0;
}</pre>
```