

```
1 /* global.h: The global variables! For all files except
   main, these
2     should extern variables. */
3
4 /*
5     Set up the macros EXTERN and INIT.
6     The main program (main.c) defines MAIN before including
   this file.
7     All other files do not define MAIN. These definitions
   cause
8     "global" variables to be "extern" in all files except
   main. Also,
9     in main.c, the variable is initialized to the value in
   the INIT
10    macro. In other files, the INIT value is removed by the
   macro.
11 */
12
13 #ifdef MAIN
14     #define EXTERN
15     #define INIT(val) = val
16 #else
17     #define EXTERN extern
18     #define INIT(val)
19 #endif
20
21
22 /* The name of the source file. */
23 EXTERN char *src_name;
24
25 /* The input and output streams. */
26 EXTERN FILE *src_in;
27 EXTERN FILE *asm_out;
28
29 /* Option switches. */
30 EXTERN int debug INIT(FALSE); /* Are we debugging? */
31 EXTERN int list_src INIT(FALSE); /* Do we want a source
   listing? */
32
33 /* Set to true if an error was found. */
34 EXTERN int had_errors INIT(FALSE);
35
36 /* Variables for the Scanner. (You may want more.) */
37 EXTERN int line_no INIT(0);
38 // For storing the last token seen and returned by Scanner.
39 EXTERN char mostRecentToken[50];
40
```