Programación Avanzada I
Tarea 11

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Problema 3.

C and C++ programs consist of one or more source files, each of which contains some of the text of the program. A source file, together with its include files (files that are included using the #include preprocessor directive) but not including sections of code removed by conditional-compilation directives such as #if, is called a "translation unit."

Suppose you have chosen to use a local static variable in an inline function:

```
inline void foo()
{
   static int variable;
    ...
}
```

Next, suppose for some reason, the compiler cannot inline this function in several translation units. Each translation unit will then have its own static definition of foo(). But, this means that each version of foo() may also have its own copy of the static variable index! Clearly not what you want. So avoid putting static variables inside of non-member inline functions.

Fuente: http://www.acm.org