

~~/**~~ Description

Header

~~*/~~
class Dog

{

~~/**~~

void foo();

class Dog

{

public:

int x;

void bark();

};

Scope Resolution
operator

void Dog::bark()

{

int x = 5;

if (x > 3)

{

int x = 3;

if (x >= 3)

{

int x = 1;

}

}

return x;

New
scope

this -> x

```

namespace Dog
{
    int x = 1;
}

```

Dog::x = 5;

```

namespace A
{
    namespace
    {
        int x;
    }
}

```

n..A

A::A::x;

A::A::x;

A::A::y;
A::y;

class A

{ void foo()

{ class B {

A.A.x = 5;

A::A::x = 5;

