

What is variable shadowing?

When you have two variables with the same name in the same scope, the one that is declared later "shadows" the one that is declared earlier. This means that the later variable is the one that is used when you refer to the variable name.

```
int main() {
    int x = 10;
    int x = 20; // This line shadows the previous x
    return 0;
}
```

Shadowing can be used to create local variables that only exist within a specific function or scope. This is useful for creating variables that are only needed for a specific task and don't need to be declared globally.

What is local variable shadowing?

Local variable shadowing occurs when a variable declared inside a function or scope has the same name as a variable declared outside of it. The local variable "shadows" the global variable, meaning that the local variable is the one that is used when you refer to the variable name within that scope.

```
int x = 10;

void func() {
    int x = 20; // This line shadows the global x
    // ...
}
```

Local variable shadowing is useful for creating variables that are only needed for a specific task and don't need to be declared globally. It also allows you to reuse variable names without worrying about conflicts.

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