

In a language like C, when you define a variable, like:

```
int x;
```

a small block of memory is allocated to the variable. However, we have only declared the variable, and not initialized it, which means that the block of memory that has been allocated to the variable still contains some value that has been left over from previous programs and operations. That value is called a garbage value. This may lead to erroneous results in programs.

To avoid this, declare and initialize variables like this:

```
int x = 0;
```

When u define a variable in c,c++ or in other languages and u do not initialize it with a value. Then memory is allocated to that variable according to it's datatype and junk value is present in that memory . Now this data that is a junk value for you may be any thing like characters,numbers or even fragments of audio(that can be seen as character strings) .This is already present in that location ,when u compile ur compiler allocates this memory location to the variable. So if not overwritten by initialization the variable will contain value that is junk to us or is of no use to us.

```
#include<iostream>
using namespace std;
int z;
void show()
{
    z=z+5;}
void main()
{
    cout<<"enter the value"<<endl;
    cin>>z;
    show();
    cout<<z<<endl;
    getchar();
    getchar();
}
```