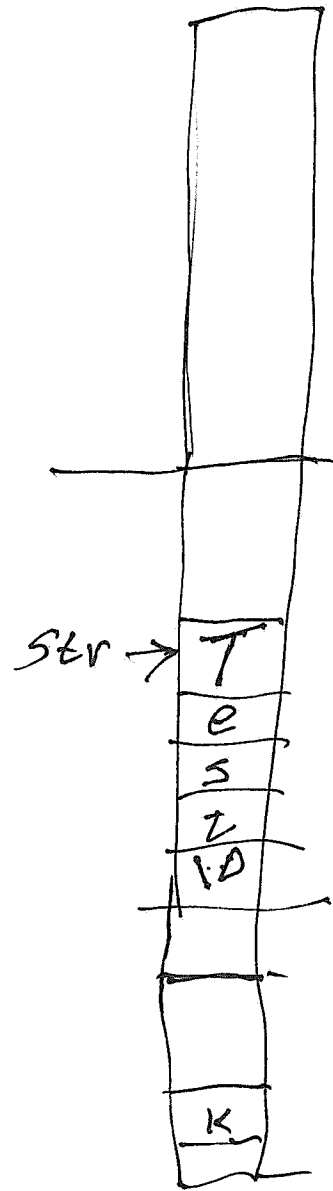


Global Variable
Stored on Heap

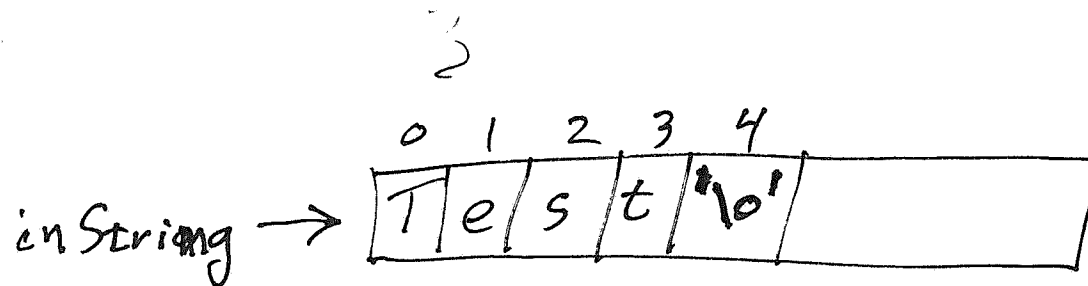
```
int strlen(char str[])1  
{  
    int Length;  
    return Length;  
}  
char str[] = "Test";  
void loop()  
{  
    if(millis() - Timer >= 10)  
    {  
        int i = strlen(str);
```

Local Variable
stored on stack



by Value by Ref.
char str;

void ToUpper (int k, ...)
 & int index;



~~'\x30'~~ ⇒ '0'

Ascii character can
be loaded with hex
number