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Q.4 Declare a static local variable inside a function. Observe how its value persists across function calls.

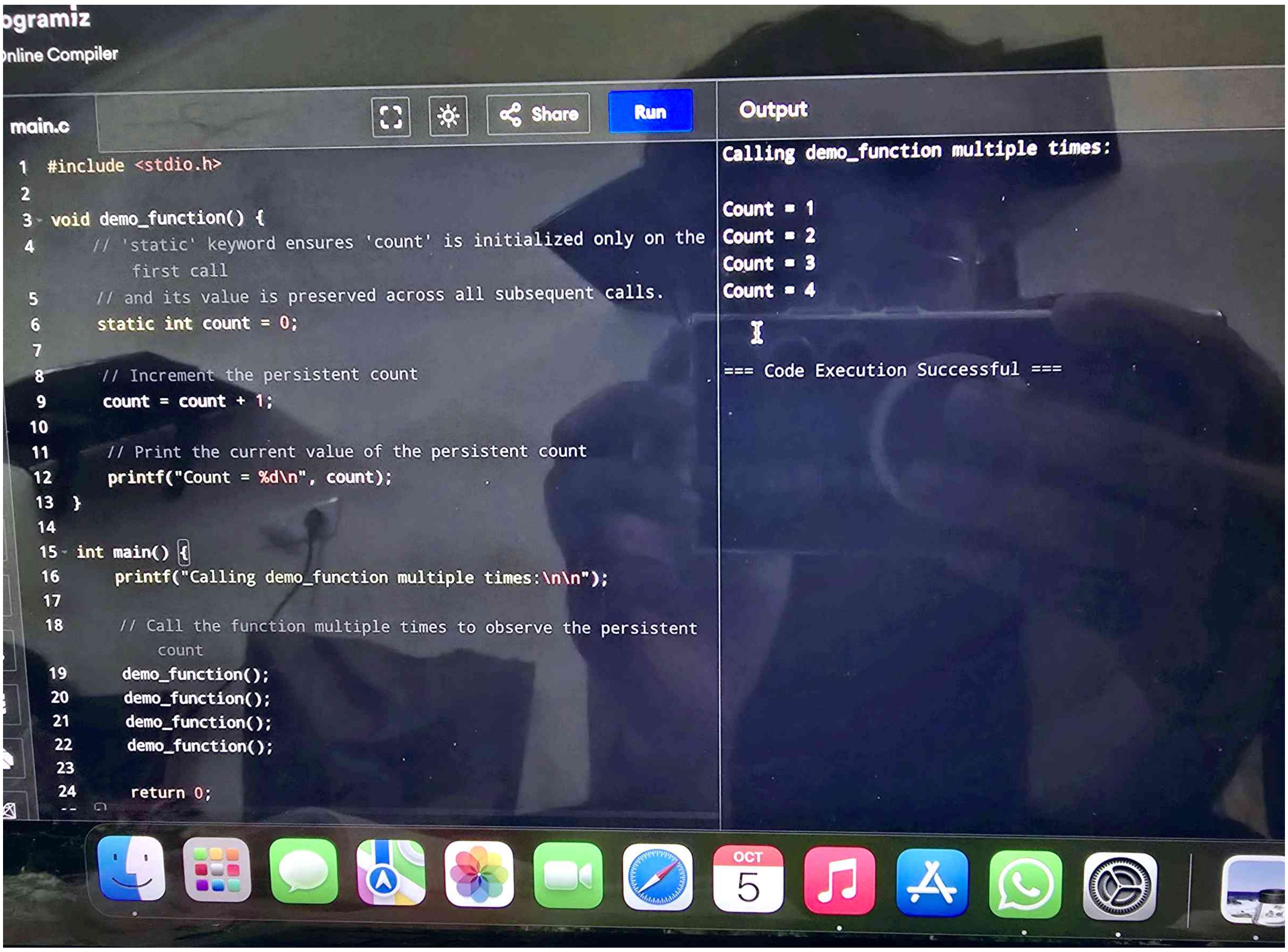
```
# include <stdio.h>

  void demofunction() {
     static  int count = 0;
      count ++;
     Printf ("count = %d\n", count);
  }   int main() {
      Printf ("Calling demofunction multiple time :\n");

        demofunction ();
        demofunction ();
        demofunction ();
        demofunction ();

          return 0;

  }
```



```c
#include <stdio.h>

void demo_function() {
    // 'static' keyword ensures 'count' is initialized only on the
        first call
    // and its value is preserved across all subsequent calls.
    static int count = 0;

    // Increment the persistent count
    count = count + 1;

    // Print the current value of the persistent count
    printf("Count = %d\n", count);
}

int main() {
    printf("Calling demo_function multiple times:\n\n");

    // Call the function multiple times to observe the persistent
        count
    demo_function();
    demo_function();
    demo_function();
    demo_function();

    return 0;
```

```
Calling demo_function multiple times:

Count = 1
Count = 2
Count = 3
Count = 4


=== Code Execution Successful ===
```