```
1 #include <stdio.h>
 2
 3 // *** GLOBAL SCOPE ***
 5 int main(void)
 6 {
       // *** LOCAL SCOPE OF main() begins ***
 7
 8
 9
       // variable declarations
10
       // 'a' is a Local Variable. It is local to main() only.
11
       int a = 5;
12
       //function prototypes
13
14
       void change_count(void);
15
16
       //code
       printf("\n");
17
18
       printf("A = %d\n\n", a);
19
20
       // local_count is initialized to 0.
21
       // local_count = local_count + 1 = 0 + 1 = 1
22
       change_count();
23
       // Since, 'local_count' is an ordinary local variable of change_count(), it
24
         will NOT retain its value from previous call to change count().
25
       // So local_count is AGAIN initialized to 0
       // local_count = local_count + 1 = 0 + 1 = 1
26
27
       change_count();
28
29
       // Since, 'local_count' is an ordinary local variable of change_count(), it
         will NOT retain its value from previous call to change_count().
30
       // So local_count is AGAIN initialized to 0
       // local_count = local_count + 1 = 0 + 1 = 1
31
32
       change_count();
33
34
       return(0);
35
       // *** LOCAL SCOPE OF main() ends ***
36
37 }
39 // *** GLOBAL SCOPE ***
41 void change_count(void)
42 {
       // *** LOCAL SCOPE OF change_count() begins ***
43
45
       // variable declarations
46
       // 'local_count' is a Local Variable. It is local to change_count() only.
47
       int local_count = 0;
48
49
50
       local_count = local_count + 1;
```

```
...iables\01-OrdinaryLocalVariables\OrdinaryLocalVariables.c
```

```
printf("Local Count = %d\n", local_count);

// *** LOCAL SCOPE OF change_count() ends ***

// *** GLOBAL SCOPE ***

// *** GLOBAL SCOPE ***
```

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