# Task: Scope resolution operator.

→ Scope resolution operator :: is used to access a global variable when there is a local variable with same name.

→ It is used to define a function outside a class

→ To access a class's static variables.

→ To refer to a class inside another class.

```
# include < iostream >
using namespace std;
int main ( ).
{
char word [100];
    int vowels, consonants, digit, spaces;
    vowels = consonents = digits = spaces = 0;
    cout << "Enter a line of string : ";
    cin.get line (word, 150);
    for (int i=0; word [i] ! = '\0'; ++i)
    {
    if (word[i] == 'a' || word[i] == 'e' || word[i] == 'i' ||
        word[i] == 'o' || word[i] == 'u' || word[i] == 'A' ||
        word[i] == 'E' || word[i] == 'I' || word[i] == 'O' ||
        word[i] == 'U')
```

```cpp
{
    ++vowels;
}
else if ((word[i] >= 'a' && word[i] <= 'z') ||
         (word[i] >= 'A' && word[i] <= 'Z'))
{
    ++consonants;
}
else if (word[i] >= '0' && word[i] <= '9')
{
    ++digits;
}
else if (word[i] == ' ')
{
    ++spaces;
}
cout << "Vowels :" << vowels << endl;

cout << "Consonants:" << consonants << endl;

cout << "Digits : " << digits << endl;

cout << "white spaces; " << spaces << endl;

return 0;
}
```