```c
#include <stdio.h>

// *** GLOBAL SCOPE ***

int main(void)
{
    // *** LOCAL SCOPE OF main() begins ***

    // variable declarations
    // 'a' is a Local Variable. It is local to main() only.
    int a = 5;

    //function prototypes
    void change_count(void);

    //code
    printf("\n");
    printf("A = %d\n\n", a);

    // local_count is initialized to 0.
    // local_count = local_count + 1 = 0 + 1 = 1
    change_count();

    // Since, 'local_count' is a local static variable of change_count(), it WILL retain its value from previous call to change_count().
    // So local_count is 1
    // local_count = local_count + 1 = 1 + 1 = 2
    change_count();

    // Since, 'local_count' is a local static variable of change_count(), it WILL retain its value from previous call to change_count().
    // So local_count is 2
    // local_count = local_count + 1 = 2 + 1 = 3
    change_count();

    return(0);

    // *** LOCAL SCOPE OF main() ends ***
}

// *** GLOBAL SCOPE ***

void change_count(void)
{
    // *** LOCAL SCOPE OF change_count() begins ***

    // variable declarations
    // 'local_count' is a Local Static Variable. It is local to change_count() only.
    // It will retain its value between calls to change_count()
    static int local_count = 0;

```

```
50      //code
51      local_count = local_count + 1;
52      printf("Local Count = %d\n", local_count);
53
54      // *** LOCAL SCOPE OF change_count() ends ***
55  }
56
57  // *** GLOBAL SCOPE ***
58
```