```
1 #include <stdio.h>
 2
 3 // *** GLOBAL SCOPE ***
 4
 5 int main(void)
 6 {
        // *** LOCAL SCOPE OF main() begins ***
 7
 8
        // variable declarations
 9
10
        // 'a' is a Local Variable. It is local to main() only.
11
        int a = 5;
12
13
        //function prototypes
14
        void change_count(void);
15
        //code
16
17
        printf("\n");
        printf("A = %d\n\n", a);
18
19
20
        // local_count is initialized to 0.
21
        // local_count = local_count + 1 = 0 + 1 = 1
22
        change_count();
23
24
        // Since, 'local_count' is an ordinary local variable of change_count(), it
         will NOT retain its value from previous call to change_count().
        // So local_count is AGAIN initialized to 0
25
26
        // local_count = local_count + 1 = 0 + 1 = 1
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().
        // So local_count is AGAIN initialized to 0
30
        // local_count = local_count + 1 = 0 + 1 = 1
31
32
        change_count();
33
34
        return(0);
35
        // *** LOCAL SCOPE OF main() ends ***
36
37 }
38
   // *** GLOBAL SCOPE ***
39
40
41 void change_count(void)
42
        // *** LOCAL SCOPE OF change_count() begins ***
43
44
45
        // variable declarations
46
        // 'local_count' is a Local Variable. It is local to change_count() only.
47
        int local_count = 0;
48
49
        //code
        local_count = local_count + 1;
```

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

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

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