```c
1  #include <stdio.h>
2
3  // *** GLOBAL SCOPE ***
4
5  //If not initialized by us, global variables are initialized to their zero values ⮑
       (with respect to their data types i.e: 0 for int, 0.0 for float and double,      ⮑
       etc.) by default.
6  //But still, for good programming discipline, we shall explicitly initialize our   ⮑
       global variable with 0.
7
8  int global_count = 0;
9
10 int main(void)
11 {
12     //function prototypes
13     void change_count_one(void);
14     void change_count_two(void);
15     void change_count_three(void);
16
17     //code
18     printf("\n");
19
20     printf("main() : Value of global_count = %d\n", global_count);
21
22     change_count_one();
23     change_count_two();
24     change_count_three();
25
26     printf("\n");
27     return(0);
28 }
29
30 // *** GLOBAL SCOPE ***
31
32 void change_count_one(void)
33 {
34     //code
35     global_count = 100;
36     printf("change_count_one() : Value of global_count = %d\n", global_count);
37 }
38
39 // *** GLOBAL SCOPE ***
40
41 void change_count_two(void)
42 {
43     //code
44     global_count = global_count + 1;
45     printf("change_count_two() : Value of global_count = %d\n", global_count);
46 }
47
48 // *** GLOBAL SCOPE ***
49
```

```c
50  void change_count_three(void)
51  {
52      //code
53      global_count = global_count + 10;
54      printf("change_count_three() : Value of global_count = %d\n", global_count);
55  }
56
57  // *** GLOBAL SCOPE ***
58
59
60
```