**Storage classes :**

1. **Automatic storage class**
2. **Register storage class**
3. **Static**
4. **External**

**\*Automatic storage class :**

**Fun()**

**{**

**int a;**

**auto int b;**

**}**

**Properties :**

**Initial value garbage.**

**Life time : scope just in the function.**

**\*\*\*\* \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

* **Register ( scope local)**

**fun()**

**{**

**register int a =10;**

**}**

**Stores in register, (No gurentee to be stored in register )**

**\*\*\*\*\*\*\*\*\*\* \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

**External : Global variable**

**-Used more than one file.**

**int a = 100;**

**main()**

**{**

**}**

**Fun1()**

**{**

**}**

**Fun2()**

**{**

**}**

**Properties :**

**Life time : global**

**Visibility : can be more than one file.**

**Default initial value 0.**

**File 1 :**

**int a = 100;**

**main()**

**{**

**}**

**File2**

**extern int a;**

**fun();**

**{**

**Printf(“%d”,a);**

**}**

**\*\*\*\*\*\*\*\* \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

* **Static storage class**

**Can be used in local variable as well as in global variable.**

* **Static keyword in local variable**

**-: local variable example.**

**fun1()**

**{**

**Static int a = 1;**

**pf(“%d”,a);**

**a++;**

**}**

**main()**

**{**

**Func1();**

**Func1();**

**}**

**Output without static keyword :**

**1**

**1**

**Output with static keyword :**

**1**

**2**

* **Static keyword in global variable**

**Static int a = 100;**

**main()**

**{**

**}**

**Fun1()**

**{**

**}**

**Fun2()**

**{**

**}**

**Can’t use in other file.**

**Visibility and lifetime is just in that limited to one file only.**