

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.