

extern ⇒ is keyword
 ⇒ It is used to declare a variable which is defined somewhere else
 ⇒ Memory is not allocated for these type of variables.
 ⇒ It reference to variable defined ~~is~~ at some other place
 = or in any header file

Syntax:- extern int a;

int a; ⇒ Definition (We are defining a variable with data type int + Memory is allocated.
 int a = 5; ⇒ Definition + initialization (Memory allocation + initialization)

extern int a; ⇒ Declaration of a (No memory allocation)
 ⇒ a is defined somewhere else

Example 1:-

```
#include <stdio.h>
int a = 100; ← Definition (Memory (4 Byte))

int main()
{
    extern int a; ← Declaration
    printf("%d", a); ← 100
    return 0;
}
```

Example 2:-
 1) We will create our own header file.
 2) We will define variable 'a' in the header instead of defining a above main() function

How to create header file?

```
myheader.h // Any name with .h extension.
int a = 100
```

How to use/include in our program?

```
#include <stdio.h>
#include "myheader.h" // int a = 100;

int main()
{
    extern int a;
    printf("%d", a);
    return 0;
}
```

Scope of variables

Example 1:-

```
int main()
{
    int a = 100;
    printf("%d", a); → 100
}
```

Example 2:-

```
int a = 1000; ?
int main()
{
    int a = 100;
}
```

Example 2:-

```
#include <stdio.h>
int main()
{
    int a = 100;
    printf("%d", a);
    {
        int a = 200; // local variable
        printf("%d", a);
    }
    {
        int a = 300;
        printf("%d", a);
    }
    printf("%d", a); // 100
    return 0;
}
```

Example 3:-

```
#include <stdio.h>
int a;
int main()
{
    auto int b; // local variable => Default is Garbage/indeterminate
    return 0;
}
```

|| a will always print 0
|| b may print 0 sometime but we should say it will print garbage
indeterminate