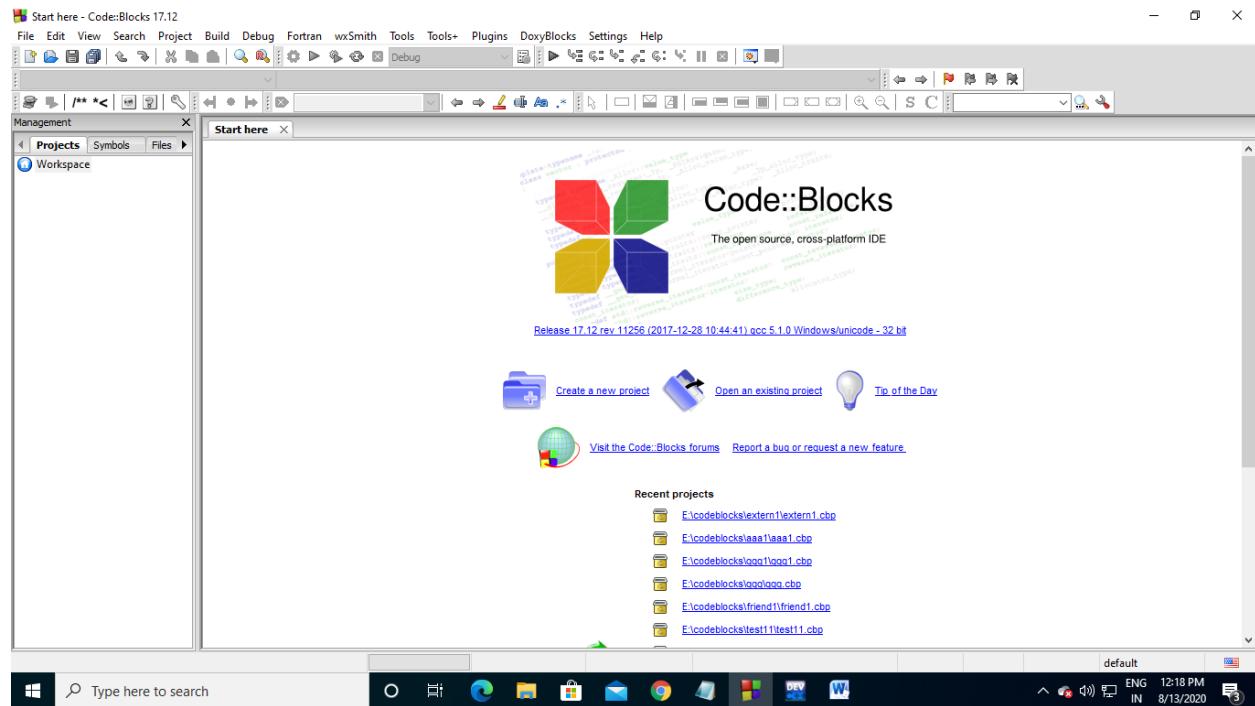
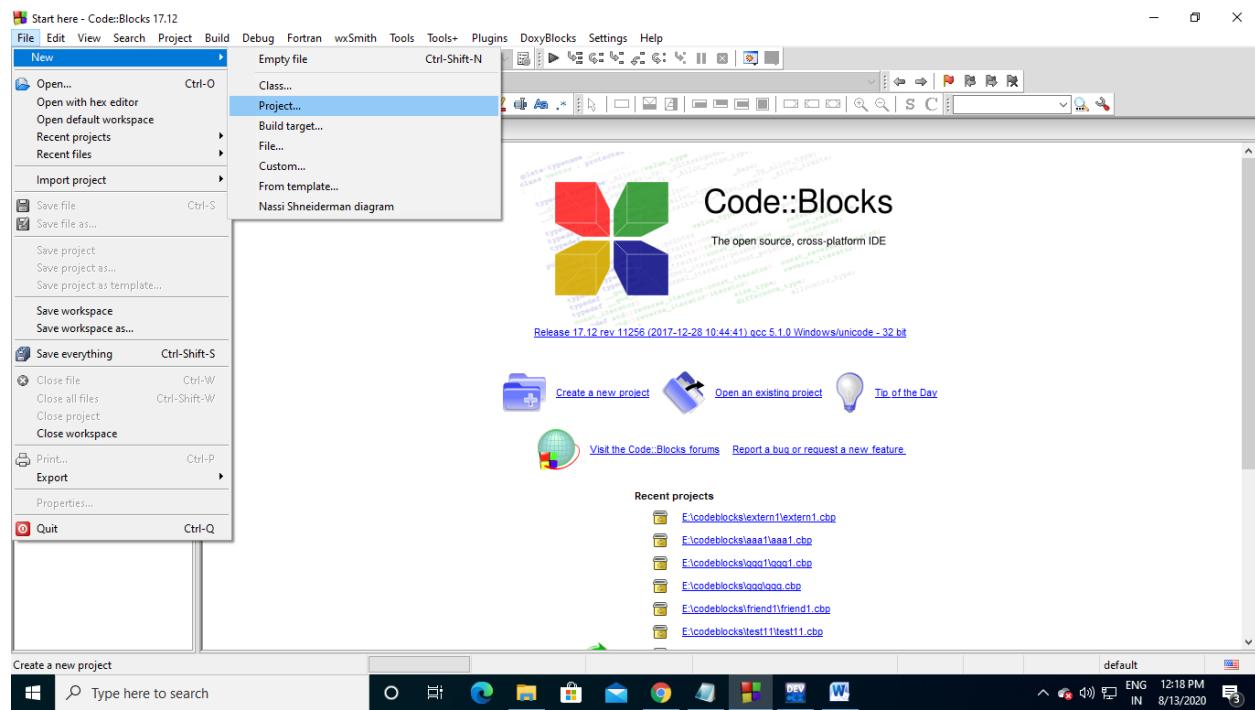


Example of extern variable

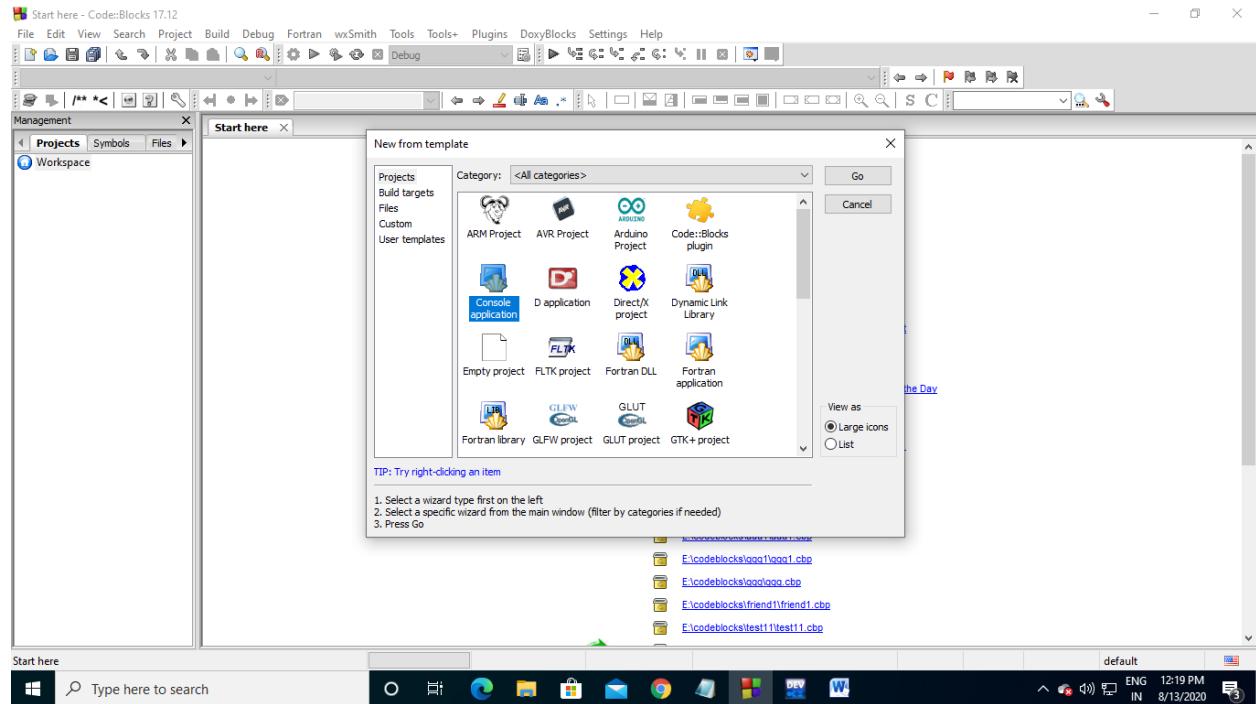
In Code::Blocks



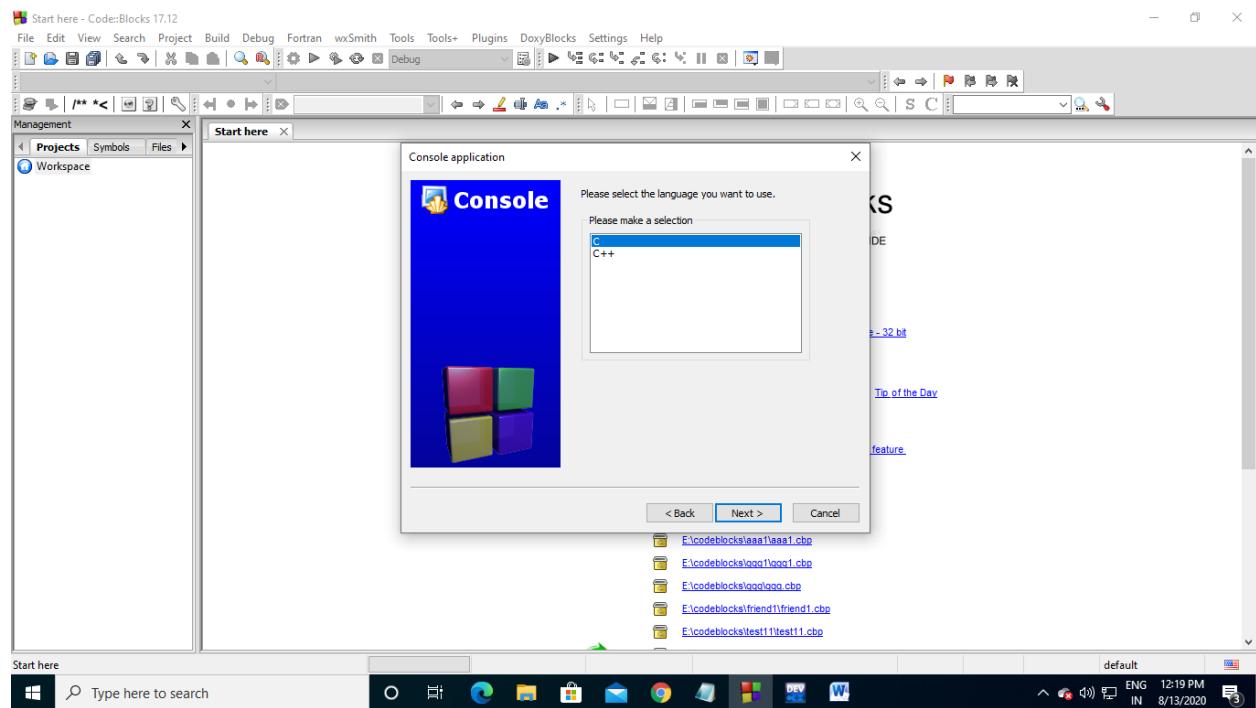
File -> new -> Project



Select console application

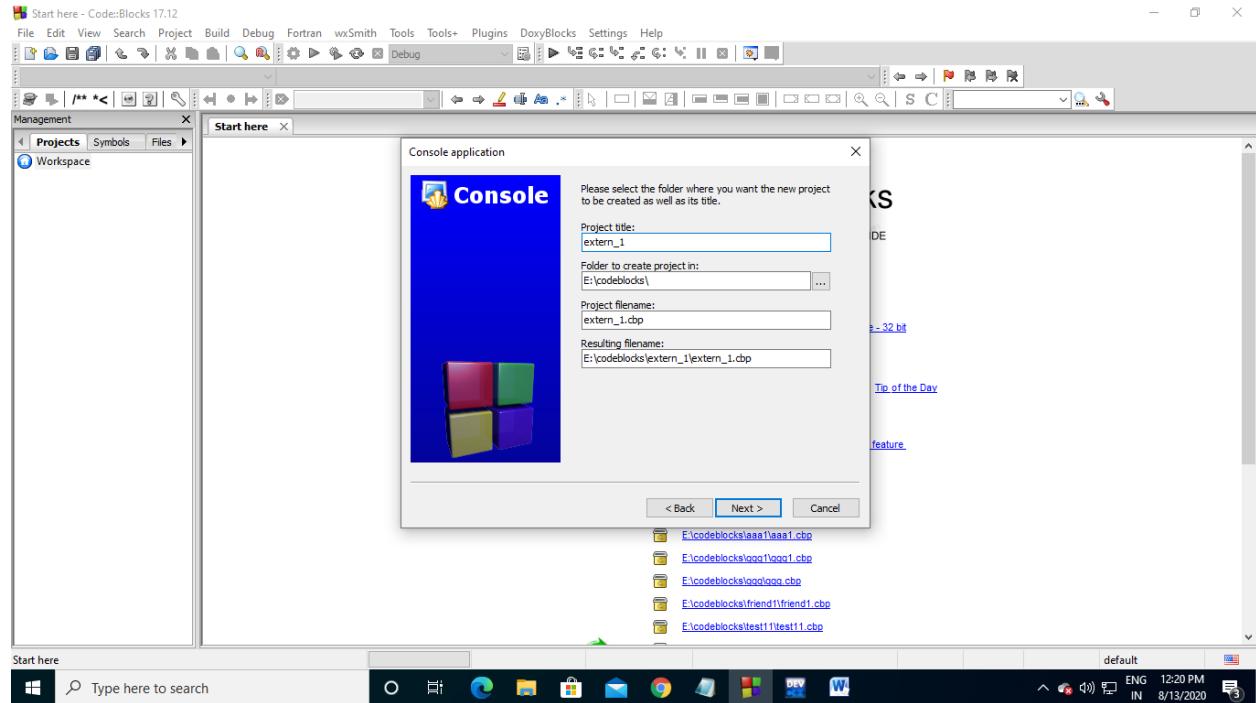


Select : C

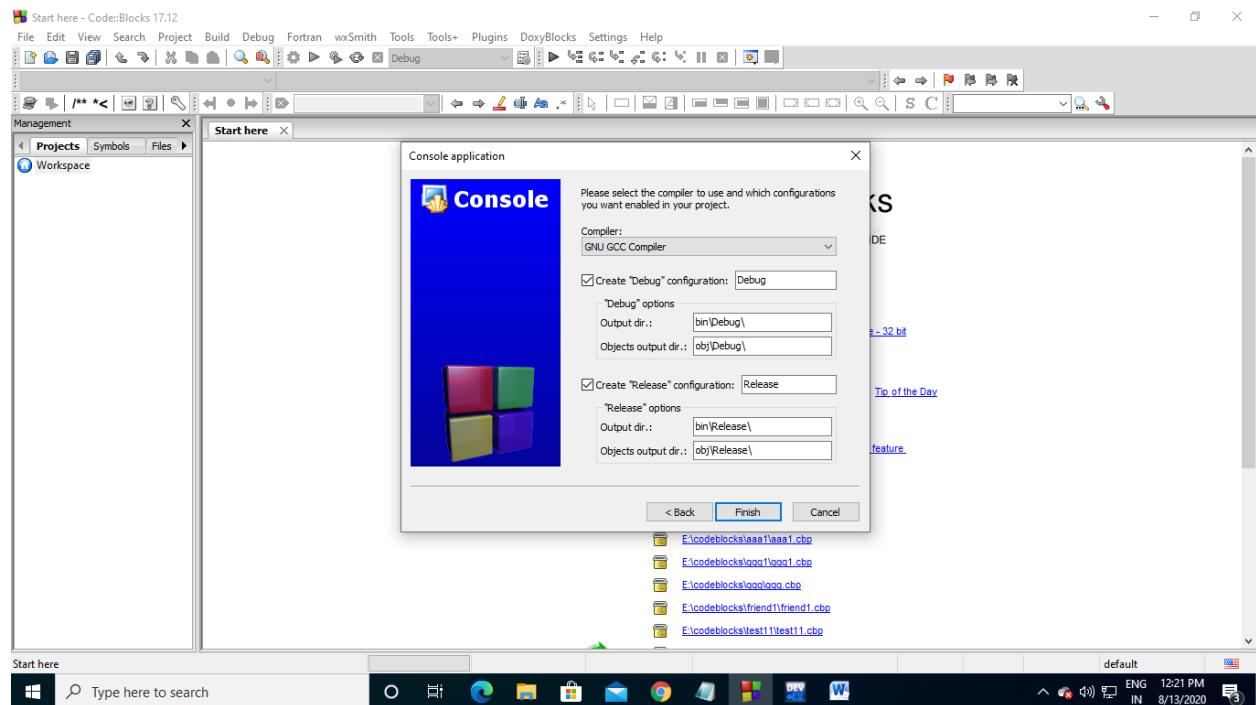


Give name of the project

Example: **extern_1 (user defined name)**

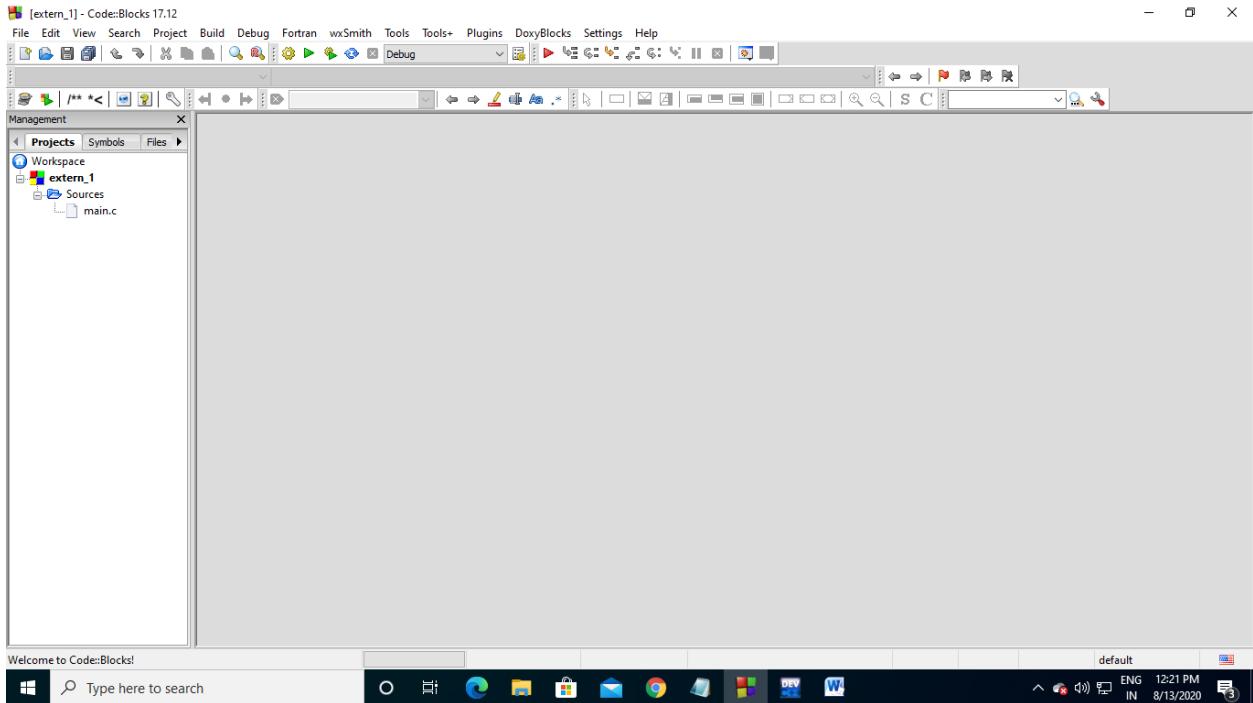


Click next



Click Finish

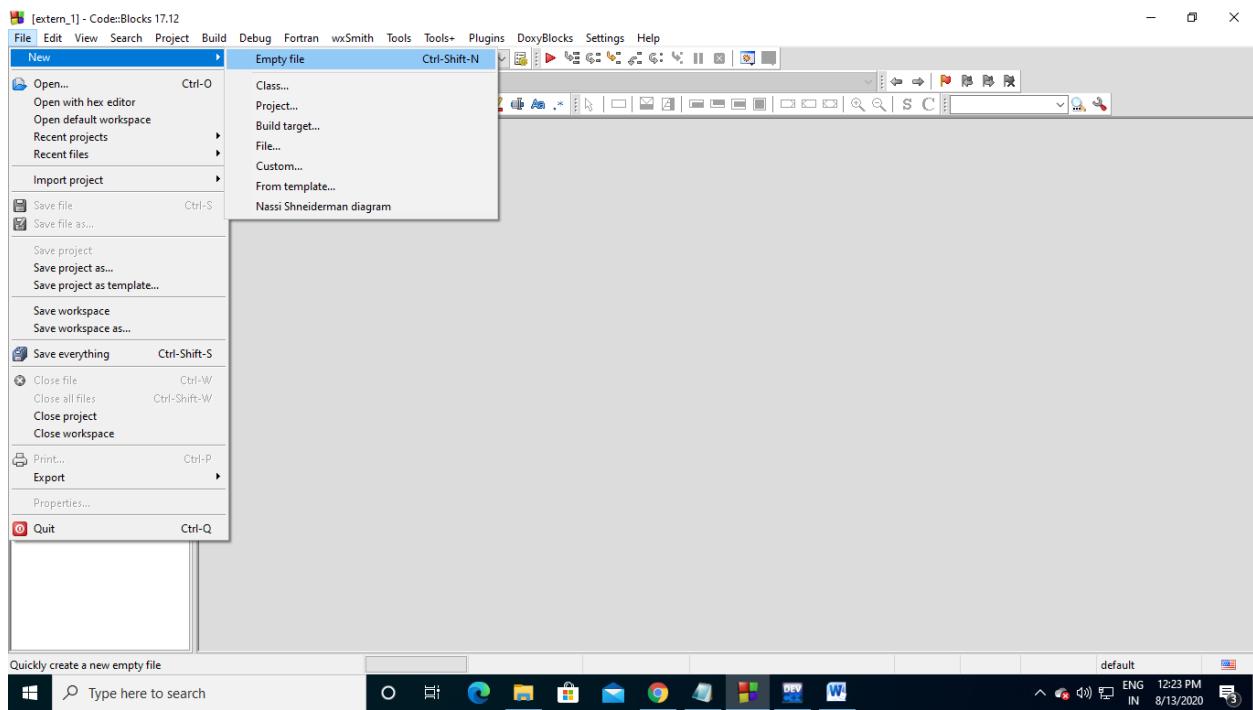
You get below window



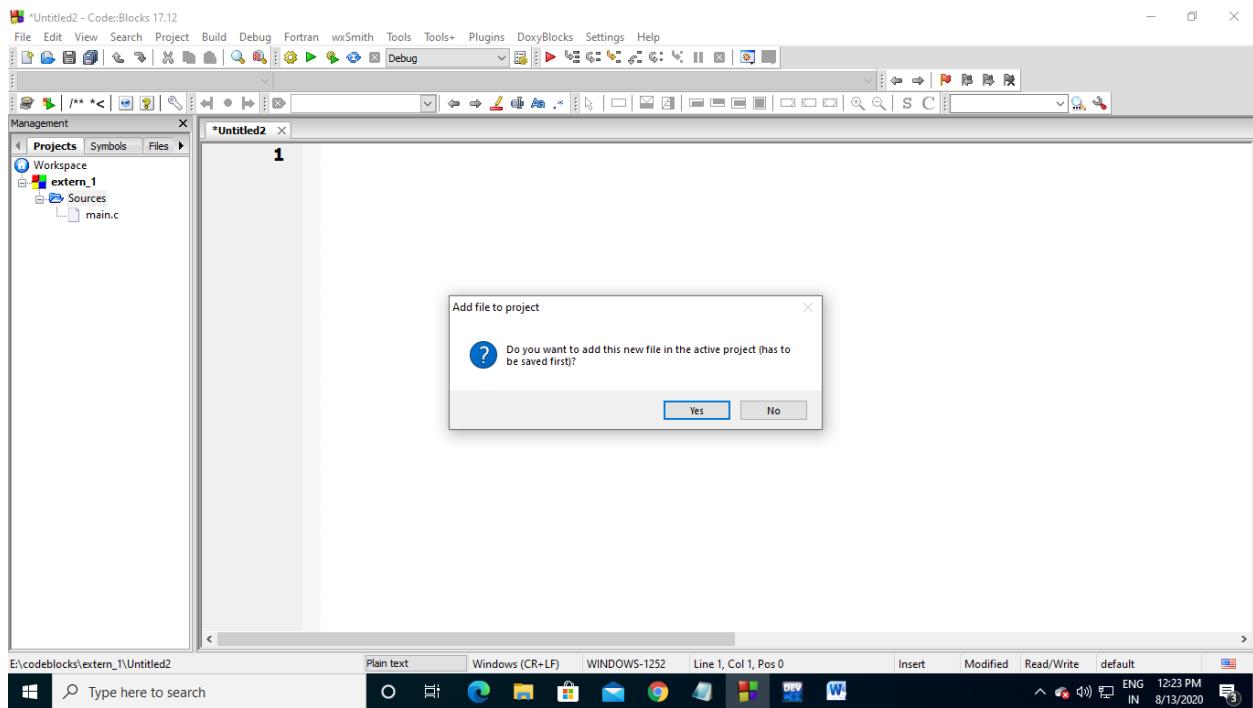
Now we will add a file

Select

New-> Empty File

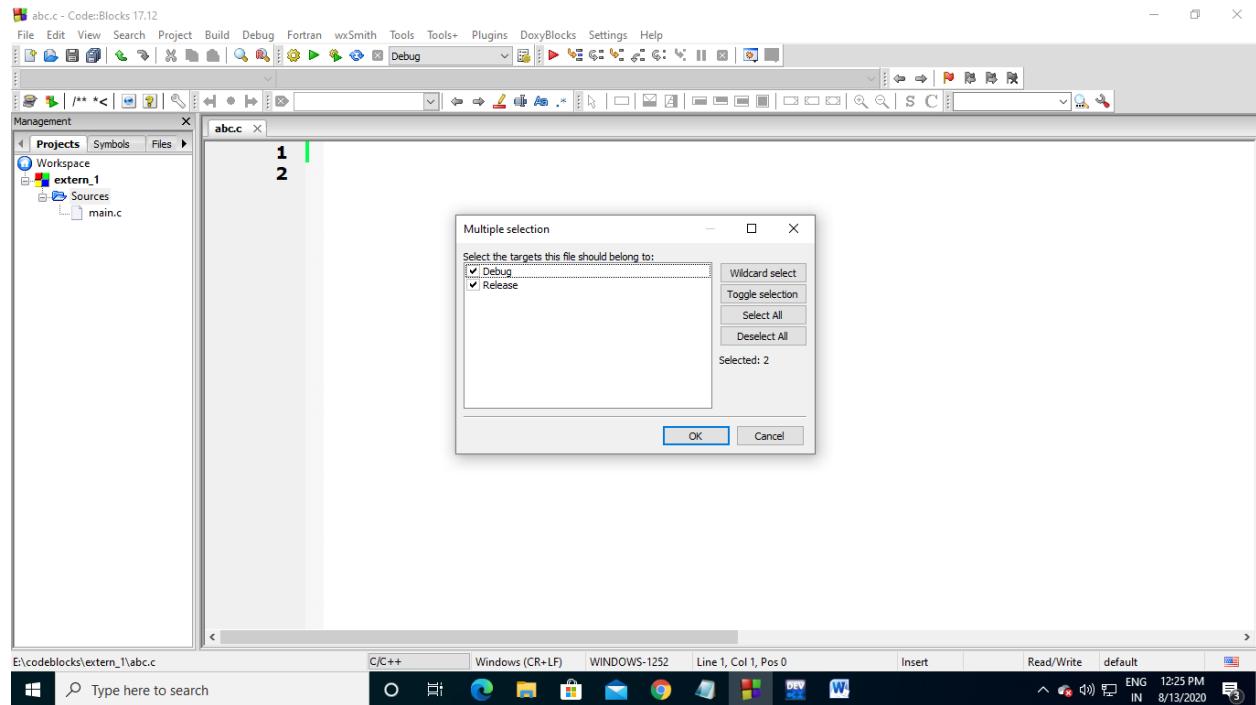


Do you want to add this file in the active project
Select : Yes



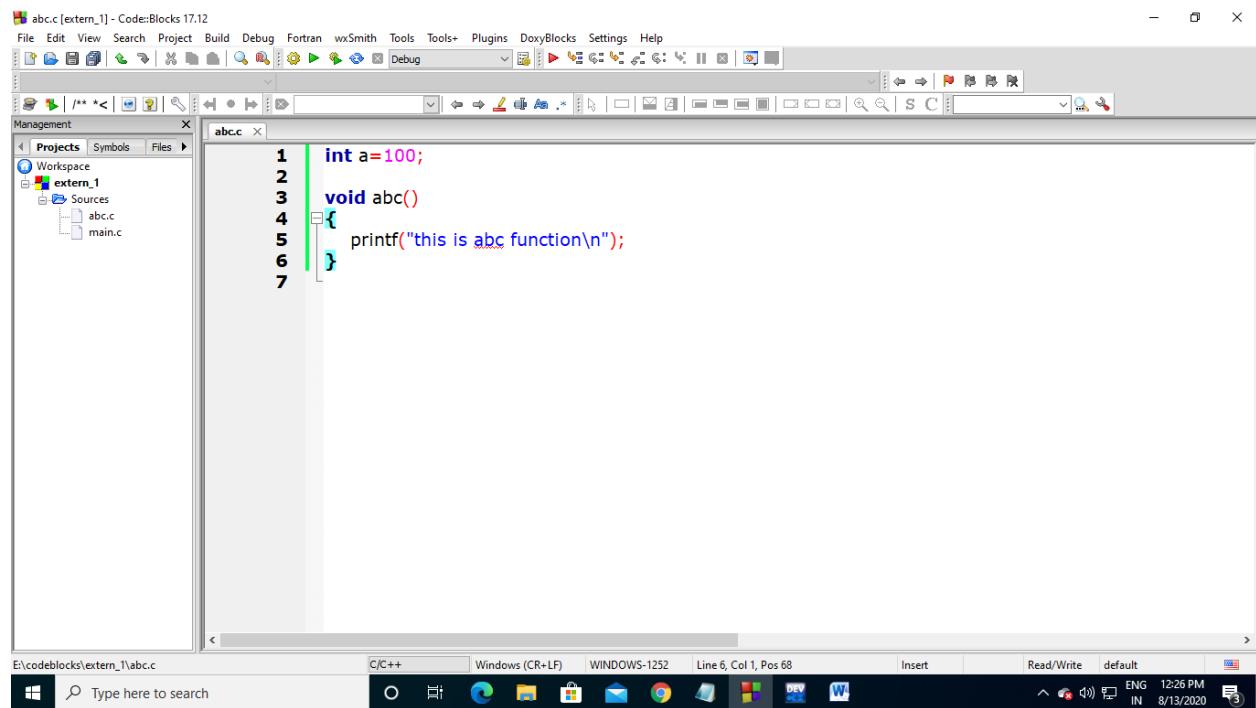
Select Yes and give the name:

Example: abc.c



Select Ok

Now code of abc.c file

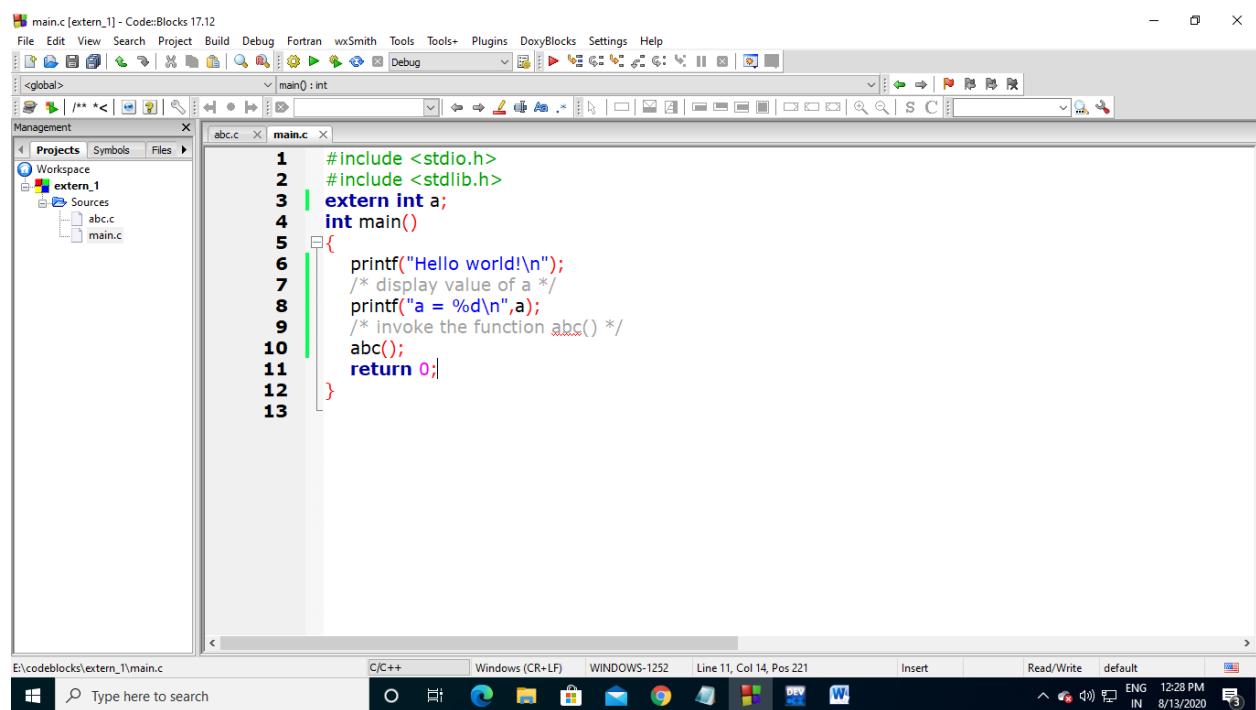


Code:

```
int a=100;
void abc()
{
    printf("this is abc function\n");
}
```

Now Select File : main.c

Code of main.c



The screenshot shows the Code::Blocks IDE interface. The title bar reads "main.c [extern_1] - Code::Blocks 17.12". The menu bar includes File, Edit, View, Search, Project, Build, Debug, Fortran, wxSmith, Tools, Tools+, Plugins, Doxygen, Settings, and Help. The toolbar has various icons for file operations like Open, Save, and Build. The left sidebar shows a project tree with "Workspace" and "extern_1" selected, containing "Sources" with "abc.c" and "main.c". The main code editor window is titled "main.c" and contains the following C code:

```
#include <stdio.h>
#include <stdlib.h>
extern int a;
int main()
{
    printf("Hello world!\n");
    /* display value of a */
    printf("a = %d\n",a);
    /* invoke the function abc() */
    abc();
    return 0;
}
```

The status bar at the bottom shows the path "E:\codeblocks\extern_1\main.c", the file type "C/C++", encoding "Windows (CR+LF)", and the current line "Line 11, Col 14, Pos 221". It also displays the build configuration "Read/Write" and default settings.

Code of main.c

```
#include <stdio.h>
#include <stdlib.h>
extern int a;
int main()
{
```

```
printf("Hello world!\n");
/* display value of a */
printf("a = %d\n",a);
/* invoke the function abc() */
abc();
return 0;
}
```