

## Exercises static

1.

No explanation needed.

2.

The variable is static. And as such it keeps its value between calls.

3.

It's a bit of coincident. It will most likely work since the variables you create when calling the function will be stored in the same place in memory it can access the old value. Don't use this when developing code - this exercise was written to give you a hint that even if your code seems to work it may do it now, tomorrow but perhaps not the day after that.. when your customer uses it.

4.

The compiler complains that it doesn't know how the function works but it will continue anyhow. The linker searches for the function in the object files. The linker will find it and it will be able to put together a binary.

*Note: Using -Wall -Werror is recommended.*

5.

Now the compiler warns and with the flag `-Werror` it turns the warning into an error. Great! It's better to find bugs early!

6.

The method is static and thus you can't call it. Only functions in the same file can call it.

7.

Well, the answer is in the question.

## Exercises const

1.

It will not compile since you're trying to assign a value on a const variable.

2.

Depends on the flags you're using.

4.

Well, now we're really making ugly tricks. The exercise is created to show you that you can do more or less what ever you want :)