|  |  |
| --- | --- |
| **EX05-03.cpp:** *Variable Shadowing and Scope Resolution Operator* | |
| **Line#** | **Code** |
| 1  2  3  4  5  6  7  8  9  10  11 | #include <iostream>  using namespace std;  int n = 10;  main() {  int n = 6;  cout << ::n << endl;//Use Scope resolution operator  return 0;  } |