Register Variables

C++, like C, supports the `register` keyword for declaring local variables. A register variable is another form of automatic variable, so it has automatic storage duration, local scope, and no linkage. The `register` keyword is a hint to the compiler that you want it to provide fast access to the variable, perhaps by using a CPU register instead of the stack to handle a particular variable. The idea is that the CPU can access a value in one of its registers more rapidly than it can access memory in the stack. To declare a register variable, preface the type with the keyword `register`: 