

# C Language

Chapter # 10

Input and Output

Lecture: 17

# Today's Lecture

- ▶ **Input and Output**
- ▶ **printf Function**

# Input

- ▶ The process of giving something to the computer is known as input.
- ▶ The input is mostly given by the keyboard.
- ▶ The term “standard input” refers to the input using keyboard.
- ▶ C language provides many functions to get input from the user.

Some input functions are:

- `scanf()`
- `gets()`
- `getch()`
- `getche()`

# Output

- ▶ The process of getting something from the computer is known as output.
- ▶ The output is mostly displayed on the monitor.
- ▶ The term “standard output” refers to the output displayed on the monitor.
- ▶ The result of the program is the output of that program.
- ▶ C language provides many functions to display output to the user.

Some output functions are:

- `printf()`
- `puts()`

**The functions used for input and output are stored in header file `stdio.h`. If a program uses any input or output function, it is necessary to include this header file in the program.**

# printf Function

- ▶ The printf function is used to display output on the monitor.
- ▶ It can display text, constants or values of variables.
- ▶ The function printf is pronounced as print-eff.

## Syntax:

```
Printf("Format string", argument_list);
```

## Format string:

Format string is written in double quotes, it is also called control string. The format string may consist of the following:

- **Text:** it is the message to be displayed on the screen.
- **Format specifiers:** it specifies how the values of variables will be displayed.
- **Escape sequences:** it specifies the format of the output.

## Argument List:

- ❖ The argument list consist of constants, variables and expressions whose values are to be printed on the screen.
- ❖ Each argument in the list is separated by comma.
- ❖ The values of the argument is printed according to the format specifiers given in the format string.
- ❖ Different specifiers are used for different type of values.
- ❖ The use of argument list is optional.

# Using format string without argument list

```
printf("Hello world");
```

In the above example, printf function contains only format string. There is no argument list, format specifiers, escape sequences.

It will display the message “Hello world” on the screen.

# Using format string with single argument

```
printf("Your marks are %d", m);
```

In the above example, Format string contains %d. it is related to m variable. It indicates that the value of m will be displayed as integer.

# Using format string with multiple arguments

```
printf("Your marks are %d and grade is %c", m, g);
```

- In the above example, Format string contains two format specifiers %d and %c.
- %d is related to m variable. (%d is used with integers)
- %c is related to g variable. (%c is used with characters)
- The sign % indicates the beginning of a format specifier.

# Example 10.1

**Write a program that displays a message and values of integer and character variable.**

```
#include<stdio.h>
#include<conio.h>
main()
{
    int n = 10;
    char ch = '*';
    printf("Testing output...");
    printf("%d", n);
    printf("%c", ch);
}
```

# Example 10.2

**Write a program that adds two floating point numbers and shows the sum on screen.**

```
#include<stdio.h>
#include<conio.h>
main()
{
    float var1, var2, res;
    var1 = 24.27;
    var2 = 41.50;
    res = var1 + var2;
    printf("%f + %f = %f", var1, var2, res);
}
```

# Example 10.3

**Write a program to calculate and print the area of a square with given height and width.**

```
#include<stdio.h>
#include<conio.h>
main()
{
    int height, width, area;
    height = 5;
    width = 4;
    area = height * width;
    printf("Area of Square = %d", area);
}
```



# The End

**Read this topic from your books and ask question if any confusion.**

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