# Formatlı giris/çıkıs fonk.

**Suhap SAHIN**

**Onur GÖK**

# Yazdırma sınırlaması

# Yazdırma sınırlaması

```c
#include <stdio.h>
int main() {
        int a = 50;
        float b = 99.9558;
        char c[] = "deneme";



}
```

# Yazdırma sınırlaması

```c
#include <stdio.h>
int main() {
        int a = 50;
        float b = 99.9558;
        char c[] = "deneme";

        printf("%10d\n", a);
        printf("%10f\n", b);
        printf("%10s\n", c);
}
```

# Yazdırma sınırlaması

```c
#include <stdio.h>
int main() {
        int a = 50;
        int b = 150;


}
```

# Yazdırma sınırlaması

```c
#include <stdio.h>
int main() {
        int a = 50;
        int b = 150;

        printf("%06d\n", a);
        printf("%06d\n", b);
}
```

# Sonrası Öncesi Problemi

**Önce**   **Sonra**

# Sonrası Öncesi Problemi

```c
#include <stdio.h>
int main() {
        float b = 99.9558;

        // virgulden sonraki basamak sayisi
        printf("%.4f\n", b);
        printf("%.2f\n", b);
        printf("%10.3f\n", b);
}
```

# Formatlı Yazdırma

```c
#include <stdio.h>
int main() {
        char c[] = "deneme";

        printf("0:%s:\n", c); // Normal
        printf("1:%10s:\n", c); // 10 karakterlik alan saga dayali
        printf("2:%.3s:\n", c); // ilk 3 karakter
        printf("3:%-10s:\n", c); // 10 karakterlik alan sola dayali
        printf("4:%10.3s:\n", c); // 10 karakterlik alan ilk 3 karakter
        printf("5:%.3s:\n", c+2); // [2,5] arasi karakteri yazdir
}
```
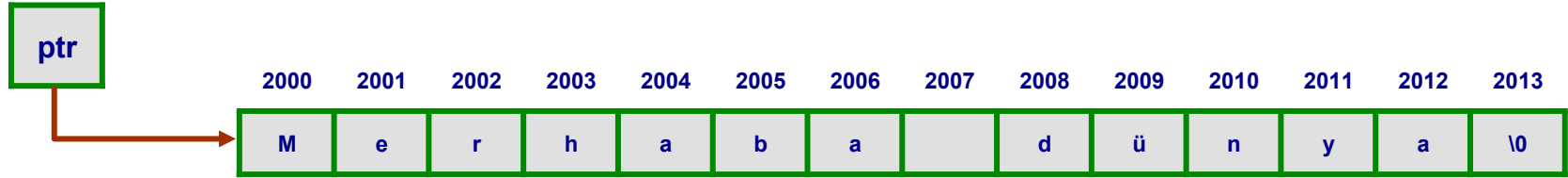
# String Yazdırma

# String'e Yazdırma

```c
#include <stdio.h>
int main() {
    int a = 50;
        float b = 99.9558;

        /*********** stringe yazdirma **************/
        char s1[30];
        sprintf(s1, "sprintf ornek. %d %.2f", a, b);
        printf("%s\n", s1);
}
```

# String'den Okuma

```c
#include <stdio.h>
int main() {
    /*********** string'den okuma **************/
        char s2[] = "aaa 10 7.5";
        printf("s2: %s\n", s2);
    char x[20];
        int y;
        float z;

    sscanf(s2, "%s %d %f", x, &y, &z);
        printf("x: %s\n", x);
        printf("y: %d\n", y);
        printf("z: %f\n", z);
}
```

# arda arda okuma

```c
#include <stdio.h>
#include <stdlib.h>
int main()
{
    char basharf;
    char ad[10];
    char soyad[10];
    char ad_soyad[10];
    printf("Ad Soyad: ");
    fgets(ad_soyad, 13, stdin);
    while (getchar() != '\n')/* enter'a gelene kadar oku, ve islem yapmadan karakteri atla */;
    printf("Ad: ");
    scanf("%9s", ad); // max 9 harfli kelime oku
    while (getchar() != '\n') /* enter'a gelene kadar oku, ve islem yapmadan karakteri atla */;
    printf("Soyad: ");
    scanf("%9s", soyad); // max 9 harfli kelime oku
    while (getchar() != '\n'); /// enter'a kadar girilen karakterleri atla
    printf("İsminizin Baş Harfi: ");
    scanf("%c", &basharf); // harf oku
    while (getchar() != '\n'); /// enter'a kadar girilen karakterleri atla
    printf("\n\n");
    printf("Adınız Soyadınız : !%s!\n", ad_soyad);
    printf("Adınız : !%s!\n", ad);
    printf("Soyadınız : !%s!\n", soyad);
    printf("İsminizin Baş Harfi : !%c!\n", basharf);
    return 0;
}
```

# Tablo Yazdırma

```
/**

asagidaki tabloyu ekrana yazdiran program

|  A   65  |  a   97  |
|  B   66  |  b   98  |
|  C   67  |  c   99  |
...
|  Y   89  |  y   121 |
|  Z   90  |  z   122 |

*/
```

# Tablo Yazdırma

| Decimal | Hex | Char | Decimal | Hex | Char | Decimal | Hex | Char | Decimal | Hex | Char |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 0 | [NULL] | 32 | 20 | [SPACE] | 64 | 40 | @ | 96 | 60 | ` |
| 1 | 1 | [START OF HEADING] | 33 | 21 | ! | 65 | 41 | A | 97 | 61 | a |
| 2 | 2 | [START OF TEXT] | 34 | 22 | " | 66 | 42 | B | 98 | 62 | b |
| 3 | 3 | [END OF TEXT] | 35 | 23 | # | 67 | 43 | C | 99 | 63 | c |
| 4 | 4 | [END OF TRANSMISSION] | 36 | 24 | $ | 68 | 44 | D | 100 | 64 | d |
| 5 | 5 | [ENQUIRY] | 37 | 25 | % | 69 | 45 | E | 101 | 65 | e |
| 6 | 6 | [ACKNOWLEDGE] | 38 | 26 | & | 70 | 46 | F | 102 | 66 | f |
| 7 | 7 | [BELL] | 39 | 27 | ' | 71 | 47 | G | 103 | 67 | g |
| 8 | 8 | [BACKSPACE] | 40 | 28 | ( | 72 | 48 | H | 104 | 68 | h |
| 9 | 9 | [HORIZONTAL TAB] | 41 | 29 | ) | 73 | 49 | I | 105 | 69 | i |
| 10 | A | [LINE FEED] | 42 | 2A | * | 74 | 4A | J | 106 | 6A | j |
| 11 | B | [VERTICAL TAB] | 43 | 2B | + | 75 | 4B | K | 107 | 6B | k |
| 12 | C | [FORM FEED] | 44 | 2C | , | 76 | 4C | L | 108 | 6C | l |
| 13 | D | [CARRIAGE RETURN] | 45 | 2D | - | 77 | 4D | M | 109 | 6D | m |
| 14 | E | [SHIFT OUT] | 46 | 2E | . | 78 | 4E | N | 110 | 6E | n |
| 15 | F | [SHIFT IN] | 47 | 2F | / | 79 | 4F | O | 111 | 6F | o |
| 16 | 10 | [DATA LINK ESCAPE] | 48 | 30 | 0 | 80 | 50 | P | 112 | 70 | p |
| 17 | 11 | [DEVICE CONTROL 1] | 49 | 31 | 1 | 81 | 51 | Q | 113 | 71 | q |
| 18 | 12 | [DEVICE CONTROL 2] | 50 | 32 | 2 | 82 | 52 | R | 114 | 72 | r |
| 19 | 13 | [DEVICE CONTROL 3] | 51 | 33 | 3 | 83 | 53 | S | 115 | 73 | s |
| 20 | 14 | [DEVICE CONTROL 4] | 52 | 34 | 4 | 84 | 54 | T | 116 | 74 | t |
| 21 | 15 | [NEGATIVE ACKNOWLEDGE] | 53 | 35 | 5 | 85 | 55 | U | 117 | 75 | u |
| 22 | 16 | [SYNCHRONOUS IDLE] | 54 | 36 | 6 | 86 | 56 | V | 118 | 76 | v |
| 23 | 17 | [ENG OF TRANS. BLOCK] | 55 | 37 | 7 | 87 | 57 | W | 119 | 77 | w |
| 24 | 18 | [CANCEL] | 56 | 38 | 8 | 88 | 58 | X | 120 | 78 | x |
| 25 | 19 | [END OF MEDIUM] | 57 | 39 | 9 | 89 | 59 | Y | 121 | 79 | y |
| 26 | 1A | [SUBSTITUTE] | 58 | 3A | : | 90 | 5A | Z | 122 | 7A | z |
| 27 | 1B | [ESCAPE] | 59 | 3B | ; | 91 | 5B | [ | 123 | 7B | { |
| 28 | 1C | [FILE SEPARATOR] | 60 | 3C | < | 92 | 5C | \ | 124 | 7C | | |
| 29 | 1D | [GROUP SEPARATOR] | 61 | 3D | = | 93 | 5D | ] | 125 | 7D | } |
| 30 | 1E | [RECORD SEPARATOR] | 62 | 3E | > | 94 | 5E | ^ | 126 | 7E | ~ |
| 31 | 1F | [UNIT SEPARATOR] | 63 | 3F | ? | 95 | 5F | _ | 127 | 7F | [DEL] |

# Tablo Yazdırma

```c
#include <stdio.h>
#include <stdlib.h>

int main() {

    int i;
    for (i = 65 ; i <= 90 ; i++) {
        printf("|%c|\n", i);
    }

    return 0;
}
```

# Tablo Yazdırma

```c
#include <stdio.h>
#include <stdlib.h>

int main() {

    int i;
    for (i = 'A' ; i <= 'Z' ; i++) {
        printf("|%c|\n", i);
    }

    return 0;
}
```

# Tablo Yazdırma

```c
#include <stdio.h>
#include <stdlib.h>

int main() {

    int i;
    for (i = 'A' ; i <= 'Z' ; i++) {
        printf("|%c %d|\n", i,i);
    }

    return 0;
}
```

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# Tablo Yazdırma

```c
#include <stdio.h>
#include <stdlib.h>

int main() {

    int i;
    for (i = 'A' ; i <= 'Z' ; i++) {
        printf("|%c %d|%c %d|\n", i,i, i+32, i+32);
    }

    return 0;
}
```

# Tablo Yazdırma

/**

asagidaki tabloyu ekrana yazdiran program

| A   65 | a   97 |
| B   66 | b   98 |
| C   67 | c   99 |
...
| Y   89 | y   121 |
| Z   90 | z   122 |

*/

# Tablo Yazdırma

```c
#include <stdio.h>
#include <stdlib.h>

int main() {

    int i;
    for (i = 'A' ; i <= 'Z' ; i++) {
        printf("|%-1c %d|%-1c %d|\n", i, i, i+32, i+32);
    }

    return 0;
}
```

# Tablo Yazdırma

```c
#include <stdio.h>
#include <stdlib.h>

int main() {

    int i;
    for (i = 'A' ; i <= 'Z' ; i++) {
        printf("|  %-3c %-4d|  %-3c %-4d|\n", i, i, i+32, i+32);
    }

    return 0;
}
```

# Tablo Yazdırma

| Decimal | Hex | Char | Decimal | Hex | Char | Decimal | Hex | Char | Decimal | Hex | Char |
|---------|-----|------|---------|-----|------|---------|-----|------|---------|-----|------|
| 0 | 0 | [NULL] | 32 | 20 | [SPACE] | 64 | 40 | @ | 96 | 60 | ` |
| 1 | 1 | [START OF HEADING] | 33 | 21 | ! | 65 | 41 | A | 97 | 61 | a |
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| 26 | 1A | [SUBSTITUTE] | 58 | 3A | : | 90 | 5A | Z | 122 | 7A | z |
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| 29 | 1D | [GROUP SEPARATOR] | 61 | 3D | = | 93 | 5D | ] | 125 | 7D | } |
| 30 | 1E | [RECORD SEPARATOR] | 62 | 3E | > | 94 | 5E | ^ | 126 | 7E | ~ |
| 31 | 1F | [UNIT SEPARATOR] | 63 | 3F | ? | 95 | 5F | _ | 127 | 7F | [DEL] |

# Tablo Yazdırma

```
/**

asagidaki tabloyu ekrana yazdiran program

|    0   |    32 |  @   64 |  `   96 |
|    1   |  !  33 |  A   65 |  a   97 |
|    2   |  "   34 |  B   66  |  b   98 |
|    3   |  #  35|  C   67  |  c   99 |
...
|   26  |  :   58  |  Z   90 |  z   122|
|   27  |  ;   59  |  [   91  |  {   123 |
|   28  |  <   60  |  \   92  |  |   124 |
|   29  |  =   61 |  ]   93  |  }   125 |
|   30  |  >   62 |  ^   94 |  ~   126|
|   31  |  ?   63 |  _   95 |      127 |


*/
```

# Tablo Yazdırma

```c
#include <stdio.h>
#include <stdlib.h>
int main() {
    int i;
    for (i = 0 ; i < 32 ; i++) {
        char a = i; // 1. sutundaki karakter
        if (!isprint(a))
            a = ' '; // ekrana yazdirilabilir karakter degilse bosluk ata
        char b = i+32; // 2. sutundaki karakter
        if (!isprint(b))
            b = ' ';
        char c = i+64; // 3. sutundaki karakter
        if (!isprint(c))
            c = ' ';
        char d = i+96; // 4. sutundaki karakter
        if (!isprint(d))
            d = ' ';
        printf("|  %-3c %-4d|  %-3c %-4d|  %-3c %-4d|  %-3c %-4d|\n", a, i, b, i+32, c, i+64, d, i+96);
    }

    return 0;
}
```

# Sorular