Scanf()

Inputting Variables

- Variables (any form) can be inputted into programs by the user
  - Allows for different actions by the same program
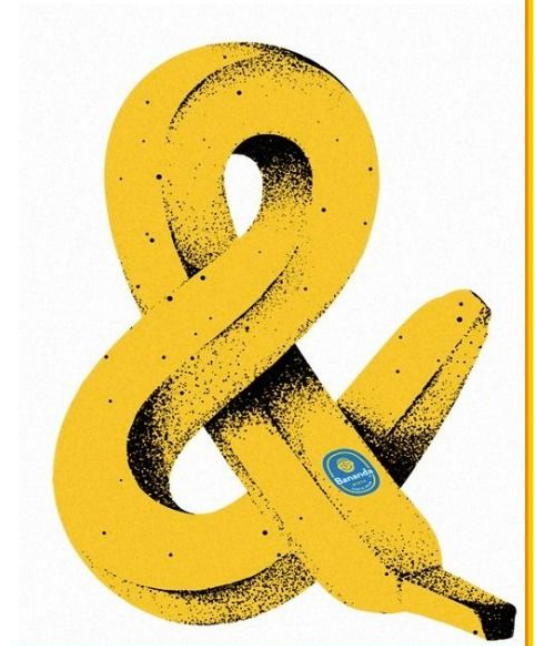
Inputting Variables

- There are many ways to do this…
  - Most basic: scanf()

- Similar to printf()
  - Found in <stdio.h>
  - Uses %d & %f notation

Scanf()

- Main difference: use "**&**" before every variable used in scanf()

```
int num;
scanf("%d", &num); /*Takes the next
number entered into the computer,
stores it in "num" variable*/
```


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Scanf() - Behind the scenes

- Takes the next input typed the screen
  - Input ends with a "\n"
  - If the input does not match the type specified (int, float, char, etc…), an error is thrown

Scanf() - Behind the scenes

- Puts that input into the memory location specified by the variable
  - The variable MUST be declared before using it in scanf()

Challenge 1

- Scan in two numbers: print the sum and the product of those two numbers