

The background consists of a yellow field with a vertical black line on the left and a horizontal black line at the bottom. A blue rectangle is positioned in the top right, and another blue rectangle is in the bottom right, separated by the horizontal black line.

Scanf()

Inputting Variables

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



Inputting Variables

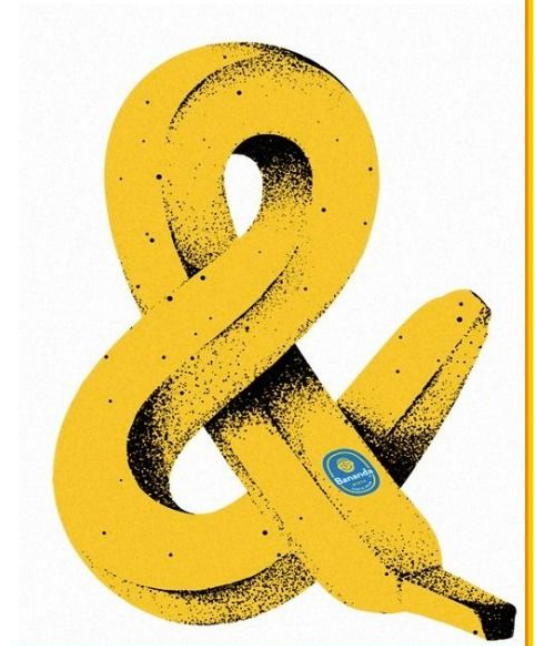
- There are many ways to do this...
 - Most basic: `scanf()`
- Similar to `printf()`
 - Found in `<stdio.h>`
 - Uses `%d` & `%f` notation



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

