

"Hello"
"User"

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

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
clrscr();
```

```
printf("Hello\nUser");
```

```
getch();
```

```
}
```

\

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

```
#include <conio.h>
```

```
void main()
```

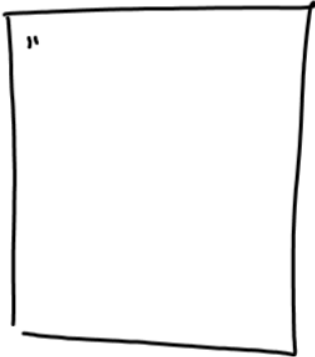
```
{
```

```
clrscr();
```

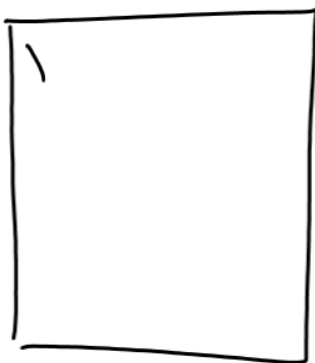
```
printf("\n");
```

```
getch();
```

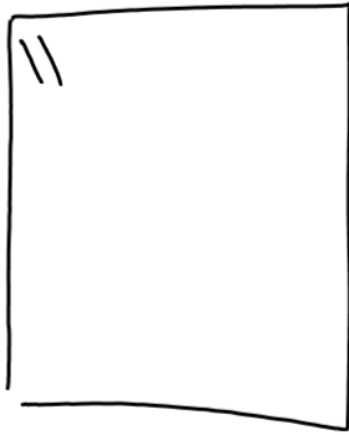
```
}
```



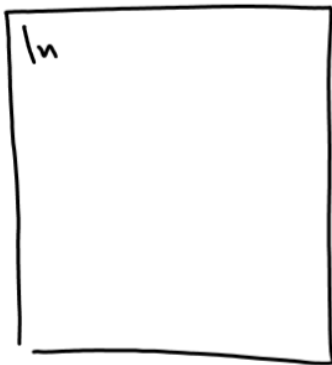
✓ `printf("\n");`



`printf("\\");`



$\text{print}(\text{"111"}); \times$
1
 $\text{print}(\text{"1111"}); \checkmark$
st end



st
 $\text{print}(\text{"11n"}); \text{end}$
ln

ln: is newline

printf("\n: is newline");

\ / \ /

printf("\ / \ /");

```
ln: is newline
    It: is tab
```

```
printf("\n: is newline\n\t\t: is tab");
```

Designing User Interactive Programs

```
Enter your age: 24 ↵
You age is 24
```

```
scanf( )
  ↓
Input
```

Variable

Syntax : <data type> <var-name> ;

For Integer	→	int	keguals
For Real	→	float	
For Character	→	char	