

1	1	80
2	1	80
3	1	80
4	1	80
5	1	80

1 Hello
 2 User
 3 Welcome
 4 To
 5 C

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

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

```
void main()
```

```
{
    clrscr();
```

```
printf("Hello\n\tUser\n\t\tWelcome\n\t\t\tTo\n\t\t\t\tC");
```

```
getch();
}
```

1	8	9	16	17	24	25
1	8	9	16	17	24	25

1 Programming
 8 Is
 9 Fun

```
printf("Programming\n\tIs\n\t\tFun");
```

③ \r: Carriage Return Character

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

```
1 | Hello
```

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

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

```
void main()
```

```
{
```

```
clrscr();
```

```
printf("Hello\rUser");  
getch();
```

```
}
```

```
1 | User
```

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

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

```
void main()
```

```
{
```

```
clrscr();
```

```
printf("HHello\ User");
```

```
getch();
```

```
}
```

1	2 9
User-	Hello

④ \b: Backspace character

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

Hello

print("Hello\bUser");

HelloUser

print("Hello\b User");

Hello User

⑤ \a: Alarm character or Audible Sound character

sound()

print("Hello\aUser");

HelloUser

Displaying Special Characters

"Hello"

```
printf("$");  
printf("@");
```

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

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

```
void main()
```

```
{
```

```
clrscr();
```

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

```
getch();
```

```
}
```

"Hello" "User"

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

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

```
void main()
```

```
{
```

```
clrscr();
```

```
printf("\nHello\n\nUser\n");  
getch();  
}
```