

Designing User Interactive Prog

Enter your age: 24
Your age is 24

int	→ 2B
float	→ 4B
char	→ 1B

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

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

busca

```
void main()
```

```
{  
  int a;
```

```
  clrscr();
```

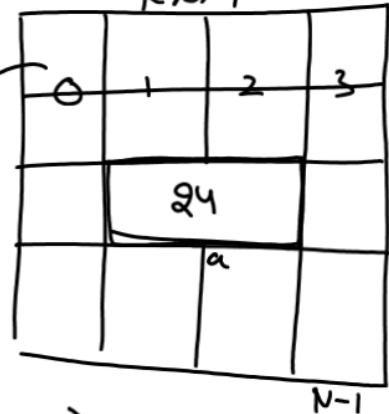
```
  printf("Enter your age:");
```

```
  scanf("%d", &a);
```

```
  printf("Your age is %d", a);
```

```
  getch();  
}
```

RAM (4GB)



Syntax of scanf()

scanf("Special Symbol", &var);

address of operator

<u>data type</u>	<u>size</u>	<u>format sp</u>
int	→ 2B	→ %d
float	→ 4B	→ %f
char	→ 1B	→ %c

} format specifier

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int a;
    clrscr();
    printf("Enter your age:");
    scanf("%d",&a);
    printf("Your age is %d",a);
    getch();
}
```

int a;

a = 25;