

## Accepting Multiple Values From The User

=====

Qn. WAP to ask the user to input his grade , roll number and percentage and then display these values back on screen

✓

```
Enter your grade: B
Enter your roll no: 12
Enter your per: 56.5

Your grade is B
Your roll no is 12
Your per is 56.5
```

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int r;
    char g;
    float p;
    clrscr();
    printf("Enter your grade:");
    scanf("%c",&g);
    printf("Enter your roll no:");
    scanf("%d",&r);
    printf("Enter your per:");
    scanf("%f",&p);
    printf("Your grade is %c\nYour roll no is %d\nYour per is %f",g,r,p);
    getch();
}
```

```
Enter your grade: B
Enter your roll no: 12
Enter your per: 56.5

Your grade is B
Your roll no is 12
Your per is 56.500000
```

Qn Why the code is showing 6 digits after the decimal point ?

Ans: In C lang , the digits displayed after the decimal point in float values is called as **precision** and this precision by default is upto 6 places.

Qn. Can we change this behaviour ?

Ans: Yes we can do that but for this we will have to write printf() in a special way:

Syntax:

=====

printf("message %.<number>f",var....);

Ex:

===

printf("Your percentage is %.2f",p);

*This tells the compiler that  
how many digits we want after  
decimal point*

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

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

```
void main()
```

```
{
```

```
    int r;
```

```
    char g;
```

```
    float p;
```

```
    clrscr();
```

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

```
    scanf("%c",&g);
```

```
    printf("Enter your roll no:");
```

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

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

```
    scanf("%f",&p);
```

```
    printf("Your grade is %c\nYour roll no is %d\nYour per is %.2f",g,r,p);
```

```
    getch();
```

```
}
```

*Formatting the output*

### Using A Single scanf() For Scanning Multiple Values

=====

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

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

```
void main()
```

```
{
```

```
    int r;
```

```
    char g;
```

```
    float p;
```

```
    clrscr();
```

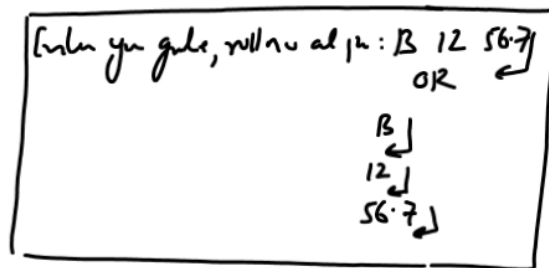
```
    printf("Enter your grade , roll no and per:");
```

```
    scanf("%c %d %f",&g,&r,&p);
```

```
    printf("Your grade is %c\nYour roll no is %d\nYour per is %.2f",g,r,p);
```

```
    getch();
```

```
}
```



### Using A Single scanf() For Scanning Multiple Values

=====

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

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

```
void main()
```

```
{
```

```
    int r;
```

```
    char g;
```

```
    float p;
```

```
    clrscr();
```

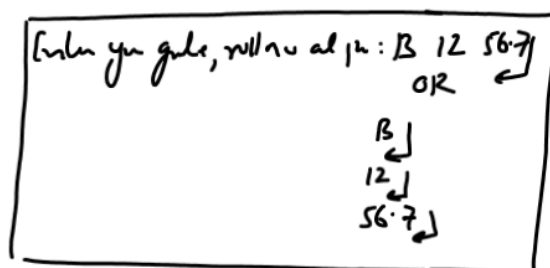
```
    printf("Enter your grade , roll no and per:");
```

```
    scanf("%c,%d,%f",&g,&r,&p);
```

```
    printf("Your grade is %c\nYour roll no is %d\nYour per is %.2f",g,r,p);
```

```
    getch();
```

```
}
```



int r; <del>X</del>	int r; ✓
float r; <del>X</del>	float R; ✓ OK, but not recommended

---

<del>X</del> int char;	int Char; ✓ ok but not recommended
<del>X</del> float int;	

2. Variable names can contains alphabets as well as digits but they must begin with an alphabet

✓ int r1;	✓ int R;
✓ int r12;	✓ int B;
<del>X</del> int 1r;	✓ int C1;
<del>X</del> int L;	