

DESIGNING USER INTERACTIVE PROGRAMS

Enter your age: 24
Your age is 24 a

Enter your age: 24

scanf("sp symbol", &var);

↓
address of
variable

T.C

int - 2B → .i.d

float - 4B → .f

char - 1B → .c

Format
specifier

#include <stdio.h>

#include <conio.h>

void main()

{

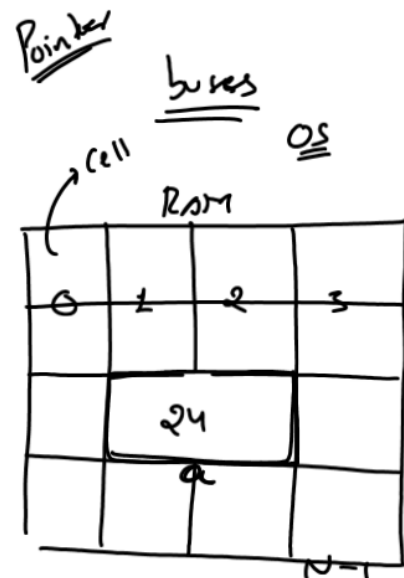
int a;

clrscr();

printf("Enter your age:");

scanf(".i.d", &a);

printf("Your age is .i.d", a);
getch();
}



$$\underline{8\text{bits}} = 1\text{ B}$$

$$1024\text{ B} = 1\text{ KB}$$

$$1024\text{ KB} = 1\text{ MB}$$

$$1024\text{ MB} = 1\text{ GB}$$

```
#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();
}
```

Diff Ways of Using printf() Function

① `printf("n");`

O/p: n

② `printf("\n");`

O/p: \n

③ `printf("\n");`

O/p: -

④ `printf("%d", n);`

O/p: Some int

Next Class - Monday at 6:00 PM