


# **Using `printf()` to Print out Formatted Numbers**

**(exam included)**



# Motivation: A Simple Example

Print a multiplication table

```
1 int main( void )
2 {
3     int n , i ;
4     printf( "Enter an integer: " );
5     scanf( "%d" , &n );
6     for ( i = 1 ; i <= 10 ; ++i )
7         printf( "%d * %d = %d\n" , n , i , n*i );
8     return 0 ;
9 }
```

Input: 3

3 \* 1 = 3

3 \* 2 = 6

3 \* 3 = 9

3 \* 4 = 12

3 \* 5 = 15

3 \* 6 = 18

3 \* 7 = 21

3 \* 8 = 24

3 \* 9 = 27

3 \* 10 = 30

# Motivation: A Simple Example

Print a formatted multiplication table

```
1 int main( void )
2 {
3     int n , i ;
4     printf( "Enter an integer: " );
5     scanf( "%d" , &n );
6     for ( i = 1 ; i <= 10 ; ++i )
7         printf( "%2d * %2d = %2d\n" , n , i , n*i );
8     return 0 ;
9 }
```

Input: 3

```
3 * 1 = 3
3 * 2 = 6
3 * 3 = 9
3 * 4 = 12
3 * 5 = 15
3 * 6 = 18
3 * 7 = 21
3 * 8 = 24
3 * 9 = 27
3 * 10 = 30
```

- `printf()` supports many features for formatting the output.
- These slides show some of the useful features for formatting integers and floating point numbers.
- For a more complete reference, see
  - <http://www.cplusplus.com/reference/cstdio/printf/>
  - **Note:** even though the manual is for C++, most of the info there is applicable to C language.

# Printing Integers

Here is a more general form of the format specifier for printing signed integers:

`%[flags][width]d`

where

`[flags]` can be any combination of the following:

<code>+</code>	Print the plus sign (+) for non-negative numbers.
<code>-</code>	Left-justify within the given field width; default is right-justification.

`[width]` – **Minimum number of characters** to be printed. If the value to be printed is shorter than this number, the result is padded with blank spaces.

# Examples

`printf( "%d" , 123 );`      **Output**

1	2	3
---	---	---

By default, `printf()` uses as little width as it needs to print the value.

`printf( "%5d" , 123 );`      **Output**

		1	2	3
--	--	---	---	---

When the minimum field width is set, the "unused" spaces are filled with space characters and the value is right-justified in the field.

`printf( "%+d" , 123 );`      **Output**

+	1	2	3
---	---	---	---

With the '+' flag, a plus sign is printed if the value to be printed is non-negative. Negative values are unaffected.

# Examples

```
printf( "%-5d" , 123 );
```

Output

1	2	3		
---	---	---	--	--

With the '-' flag, the value to be printed is left-justified in the field.

The following examples show combined use of flags and field width in the format specifiers.

```
printf( "A=%5d, B=%4d" , 123 , -45 );
```

Output

A	=			1	2	3	,		B	=		-	4	5	
---	---	--	--	---	---	---	---	--	---	---	--	---	---	---	--

```
printf( "%-+8d%-5d%-2d" , 123 , -45 , 100 );
```

Output

+	1	2	3					-	4	5			1	0	0
---	---	---	---	--	--	--	--	---	---	---	--	--	---	---	---

**Note:** For the last value, the specified minimum field width is not large enough, so it is ignored by printf().

# Printing Floating Point Numbers

Here is a more general form of the format specifier for printing a floating point number of type double:

`%[flags][width][.precision]f`

where

`[flags]` – Same as before

`[width]` – Same as before

`[.precision]` – Number of digits to be printed **after the decimal point (default is six).**



# Examples

```
printf( "%f" , 1.234 );
```

Output

1	.	2	3	4	0	0	0
---	---	---	---	---	---	---	---

By default, printf() prints 6 digits after the decimal point.

```
printf( "%.2f" , 1.234 );
```

Output

1	.	2	3
---	---	---	---

Print only 2 digits after the decimal point.

```
printf( "%11.2f" , 1.0 );
```

Output

							1	.	0	0
--	--	--	--	--	--	--	---	---	---	---

- 1) Set minimum field width to 11, and
- 2) print 2 digits after the decimal point.

Note: The "unused" space in the field is filled with space characters.

# Examples

```
printf( "%+11.0f" , 123.456 );
```

Output

								+	1	2	3
--	--	--	--	--	--	--	--	---	---	---	---

- 1) Print a plus sign (+) if the value to be printed is positive,
- 2) set the minimum field width to 11, and
- 3) do not show decimal point and the digits after it.

# Example: Formatting numbers in tabular form

```
1  int    i , j ;
2  double num ;
3
4  for ( i = 8 ; i < 12 ; i++ ) {
5      printf( "Row %2d:" , i );
6
7      for ( j = 1 ; j <= 5 ; j++ ) {
8          num = i * 8.5 + j * 5.2 ;
9          printf( "%10.2f" , num );
10     }
11
12     printf( "\n" );
13 }
```

This example shows how to neatly align numbers (in tabular form) in the output.

The numbers shown are just dummy values.

Row 8:	73.20	78.40	83.60	88.80	94.00
Row 9:	81.70	86.90	92.10	97.30	102.50
Row 10:	90.20	95.40	100.60	105.80	111.00
Row 11:	98.70	103.90	109.10	114.30	119.50