



I/O in C

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One Character I/O

- putchar – print a single character (an input is assumed to be an ASCII value)
 - `char c = 'h';`
 - `putchar(c);`
 - `putchar('h');`
 - `putchar(104);`
- getchar – get a single character input (returns its ASCII value)
 - `char c;`
 - `c = getchar();`





Buffered I/O

- Reading each character right after a keyboard button is pushed is error-prone
 - To address the problem, keyboard input is buffered until we press Enter
 - Before Enter is pressed, you can modify the input stream freely
 - When Enter is pressed, the whole buffered input including '\n' is delivered to the program
- Output is buffered too.
 - Output from putchar is buffered until it prints out '\n'



Buffered I/O

- Example 1

- `#include <stdio.h>`
-
- `int main(void) {`
- `char c1;`
- `char c2;`
- `printf("Input char1:\n");`
- `c1 = getchar();`
- `printf("Input char2:\n");`
- `c2 = getchar();`
- `printf("char1 is %c and char2 is %c\n", char1, char2);`
- `return 0;`
- `}`

- Example 2

- `#include <stdio.h>`
- `#include <unistd.h>`
-
- `int main(void) {`
- `putchar('s');`
-
- `sleep(5);`
-
- `putchar('s');`
- `putchar('\n');`
- `return 0;`
- `}`





Formatted I/O – printf

- **printf** prints out ASCII text embedded with values
 - In doing so, it must convert any non-ASCII value, such as integer, into an ASCII value
- `printf("format string", values);`
 - Format string consists of normal characters, special characters, and conversion specifications
 - `printf` examines each character in the format string sequentially
 - If the character is a normal character, it simply print this out
 - If the character is '%', it recognizes a conversion specification, such as %d. Then, the next character indicates how the next pending parameter should be interpreted
 - If the character is '\', it recognizes a special character, such as '\n'



Formatted I/O – printf

- printf conversion specifications

printf Conversions	Printed as
%d, %i	Signed decimal
%o	octal
%x, %X	Hexadecimal (a-f or A-F)
%u	Unsigned decimal
%c	Single character
%s	String, terminated by \0
%f	Floating point in decimal notation
%e, %E	Floating point in exponential notation
%p	Pointer



Formatted I/O – scanf

- scanf reads formatted ASCII data and **converts** it into another data type, if needed
 - In doing so, it must convert any non-ASCII value, such as integer, into an ASCII value
- scanf("format string", &variable or pointer);
- Example
 - ```
int main {
```
  - ```
    char name[50];
```
 - ```
 int bd_year;
```
  - ```
    int bd_month;
```
 - ```
 int bd_day;
```
  - ```
    printf("Enter : last name and birthday YYYY/MM/DD\n");
```
 - ```
 scanf("%s: %d/%d/%d", name, &bd_year, &bd_month, &bd_day);
```
  - ```
    printf("Name: %s\n", );
```
 - ```
 printf("Birthday: %d/%d/%d", bd_year, bd_month, bd_day);
```
  - ```
}
```





Formatted I/O – scanf

- scanf conversion specifications

scanf Conversions	Parameter type
%d	Signed decimal
%i	Decimal, octal (leading 0), hex (leading 0x or 0X)
%o	octal
%x	Hexadecimal
%u	Unsigned decimal
%c	Single character
%s	String of non-white space characters, \0 added automatically
%f, %e	Floating point number
%lf	Double precision floating point number





I/O from Files

- File pointer – a pointer that points to a type FILE
 - `FILE *filePtr;`
- Opening a file
 - `filePtr = fopen("file name", "mode")`
 - `fopen()` returns a file pointer to the physical file "file name"
 - Modes
 - r: reading
 - w: writing
 - a: appending
 - r+: reading and writing
 - Good practice: checking if the fopen call was successful
 - `if (filePtr == NULL)`
 - `printf("fopen error!\n");`





I/O from Files

- `fscanf(filePtr, "format string", variables);`
 - Reading a file (filePtr)
- `fprintf(filePtr, "format string", variables);`
 - Writing to a file (filePtr)
- Example
 - `FILE *infile;`
 - `FILE *outfile;`
 - `char str[50];`
 -
 - `infile = fopen("input.txt", "r");`
 - `outfile = fopen("output.txt", "w");`
 - `while (fscanf(infile, "%s", str) != EOF)`
 - `fprintf(outfile, "%s ", str);`





Questions?





Thanks!

