Input and output instruction.

1 : About C Language :—

1. C is a block structured programming language.
2. A C program can have any number of blocks.
3. Usually outermost blocks are functions.
4. Function has some name for identification.
5. Even the smallest C program has one function.
6. All function names must be different.
7. If there is only one function it name must be main().
8. If there are more than one function in the program then also one function name must be main.
9. You can write declaration statements inside a block (function) or outside all functions.
10. Local variables vs Global variables.
11. Action statements can reside only inside the block (function).
12. C is a case sensitive language.

__NOTE__   int a ; ⟶ Declaration Statement
       a = 4 ; ⟶ Action Statement

2. Standard Input & Output devices

3. keyboard ⟶ Standard Input device

Monitor ⟶ Standard Output device

3. —: Output Instruction :—

Printf ( ) —→ Predefined function.

Printf ( ) is used to print some text on the monitor.

Example:— Printf ("Hello"); //output — Hello

Printf ( ) is mainly used for two things:—
i) to print text
ii) to print value of a variable or an expression.

NOTE:— i) You can call a function any number of time but can define only once.
ii) when you call function then run code inside that function.

4. —: Escape Sequences :—

i) \n — new line
ii) \t — tab space
iii) \b — back space
iv) \r — Carriage return
v) \f — form feed
vi) \\ — print \
vii) \" — print "
viii) \' — print '

5.   _____ : Format Specifiers :—

i) %d   — int
ii) %c   — char
iii) %f   — float
iv) %lf   — double

6.   _____ : Input Instruction :—

Scanf() ——→ Predefined function

Scanf() is used to take some input from user.

Example :—   int a;
                                          address of
                        Scanf(" %d", &a); //output int a = 4;
                                           (suppose you enter 4.)