```
How to print on screen?
Int z = 10;
printf("%d", z);
If we want to print like
Total is 10;
printf("Total is %d". z);
Program:
#include<stdio.h>
int main(){
     int x,t,z;
     x = 10;
     t = 20;
     z = x+t;
     printf("Total is %d\n", z);
     printf("Total of %d and %d is %d\n", x,t,z);
     return 0;
}
```

We have to place variables in order we want to display, system will not change anything automatically.

```
#include<stdio.h>
int main(){
    int x,t,z;
    x = 10;
    t = 20;
    z = x+t;
    printf("Value of X is %d",x);
    printf("Value of T is %d",t);
```

```
printf("Total is %d",z);
     return 0:
Output
Value of X is 10Value of T is 20Total is 30;
Here we can see there is no line change
What printf do.
When you type value of x is %d then here cursor will stop.
Whatever you will write will start from after the line.
So to change the line we have to pas new line Character(\n)
back slash n.
printf("Value of X is %d\n",x);
printf("Value of T is %d\n",t);
printf("Total is %d\n",z);
Output
Value of x is 10
Value of T is 20
Total is 30
Or we can do in same line with same output
printf("Value of X is %d\n Value of T is %d\n Total is
%d\n",x,t,z);
How to Take Input?
We write
```

Int x; -> this means "RAM me x ke live Memory allocate kar di

jaegi."

X = 20; -> x ki value 20 set kar di jaegi.



Value of x is 20 Address of the x is 716

When programmer use "x" then he will talking about value of x But when he use "&x" ampersand then he is talking about address of x

printf("%d", x); // 20 printf("%d", &x); // 716

& - address operator.

We need function which can make system in waiting state to take input.

Scanf: scanf is a function that can be called to accept input from keyboard(Standard input Device).

We need to give 2 instruction to scanf

- 1) What kind/Type of input is expected
- 2) Where to keep it in ram?

scanf("%d", &x); 716

It means whatever value you will pass to %d that will be placed whose address is 716 here.

Printf & scanf ka prototype stdio.h header file me he.