

- *Conversion specifier.* The conversion specifier must be one of the characters listed in Table 22.12.

Table 22.12
Conversion Specifiers for
...scanf Functions

Conversion Specifier	Meaning
d	Matches a decimal integer; the corresponding argument is assumed to have type <code>int *</code> .
i	Matches an integer; the corresponding argument is assumed to have type <code>int *</code> . The integer is assumed to be in base 10 unless it begins with 0 (indicating octal) or with 0x or 0X (hexadecimal).
o	Matches an octal integer; the corresponding argument is assumed to have type <code>unsigned int *</code> .
u	Matches a decimal integer; the corresponding argument is assumed to have type <code>unsigned int *</code> .
x, X	Matches a hexadecimal integer; the corresponding argument is assumed to have type <code>unsigned int *</code> .
a [†] , A [†] , e, E, f, F [†] , g, G	Matches a floating-point number; the corresponding argument is assumed to have type <code>float *</code> . In C99, the number can be infinity or NaN.
c	Matches <i>n</i> characters, where <i>n</i> is the maximum field width, or one character if no field width is specified. The corresponding argument is assumed to be a pointer to a character array (or a character object, if no field width is specified). Doesn't add a null character at the end.
s	Matches a sequence of non-white-space characters, then adds a null character at the end. The corresponding argument is assumed to be a pointer to a character array.
[Matches a nonempty sequence of characters from a scanset, then adds a null character at the end. The corresponding argument is assumed to be a pointer to a character array.
p	Matches a pointer value in the form that <code>...printf</code> would have written it. The corresponding argument is assumed to be a pointer to a <code>void *</code> object.
n	The corresponding argument must point to an object of type <code>int</code> . Stores in this object the number of characters read so far by this call of <code>...scanf</code> . No input is consumed and the return value of <code>...scanf</code> isn't affected.
%	Matches the character <code>%</code> .

[†]C99 only

Numeric data items can always begin with a sign (+ or -). The o, u, x, and X specifiers convert the item to unsigned form, however, so they're not normally used to read negative numbers.

The [specifier is a more complicated (and more flexible) version of the s specifier. A complete conversion specification using [has the form %[set] or %[[^]set], where set can be any set of characters. (If] is one of the characters in set, however, it must come first.) %[set] matches any sequence of characters in set (the scanset). %[[^]set] matches any sequence of characters *not* in set (in other words, the scanset consists of all characters not in set). For example, %[abc]