Ordinary characters in a format string are printed exactly as they appear in the string; conversion specifications are replaced by the values to be printed. Consider the following example:

```
int i, j;
float x, y;

i = 10;
j = 20;
x = 43.2892f;
y = 5527.0f;

printf("i = %d, j = %d, x = %f, y = %f\n", i, j, x, y);

This call of printf produces the following output:
i = 10, j = 20, x = 43.289200, y = 5527.000000
```

The ordinary characters in the format string are simply copied to the output line. The four conversion specifications are replaced by the values of the variables i, j, x, and y, in that order.



C compilers aren't required to check that the number of conversion specifications in a format string matches the number of output items. The following call of printf has more conversion specifications than values to be printed:

```
printf("%d %d\n", i); /*** WRONG ***/
```

printf will print the value of i correctly, then print a second (meaningless) integer value. A call with too few conversion specifications has similar problems:

```
printf("%d\n", i, j); /*** WRONG ***/
```

In this case, printf prints the value of i but doesn't show the value of j.

Furthermore, compilers aren't required to check that a conversion specification is appropriate for the type of item being printed. If the programmer uses an incorrect specification, the program will simply produce meaningless output. Consider the following call of printf, in which the int variable i and the float variable x are in the wrong order:

```
printf("%f %d\n", i, x); /*** WRONG ***/
```

Since printf must obey the format string, it will dutifully display a float value, followed by an int value. Unfortunately, both will be meaningless.

## **Conversion Specifications**

Conversion specifications give the programmer a great deal of control over the appearance of output. On the other hand, they can be complicated and hard to read. In fact, describing conversion specifications in complete detail is too arduous a