

Fortunately, this mistake is fairly easy to spot: `printf` will display a couple of odd-looking numbers instead of the values of `i` and `j`.

Since `scanf` normally skips white-space characters when looking for data items, there's often no need for a format string to include characters other than conversion specifications. Incorrectly assuming that `scanf` format strings should resemble `printf` format strings—another common error—may cause `scanf` to behave in unexpected ways. Let's see what happens when the following call of `scanf` is executed:

```
scanf("%d, %d", &i, &j);
```

`scanf` will first look for an integer in the input, which it stores in the variable `i`. `scanf` will then try to match a comma with the next input character. If the next input character is a space, not a comma, `scanf` will terminate without reading a value for `j`.



Although `printf` format strings often end with `\n`, putting a new-line character at the end of a `scanf` format string is usually a bad idea. To `scanf`, a new-line character in a format string is equivalent to a space; both cause `scanf` to advance to the next non-white-space character. For example, if the format string is `"%d\n"`, `scanf` will skip white space, read an integer, then skip to the next non-white-space character. A format string like this can cause an interactive program to “hang” until the user enters a nonblank character.

PROGRAM Adding Fractions

To illustrate `scanf`'s ability to match patterns, consider the problem of reading a fraction entered by the user. Fractions are customarily written in the form *numerator/denominator*. Instead of having the user enter the numerator and denominator of a fraction as separate integers, `scanf` makes it possible to read the entire fraction. The following program, which adds two fractions, illustrates this technique.

```
addfrac.c  /* Adds two fractions */

#include <stdio.h>

int main(void)
{
    int num1, denom1, num2, denom2, result_num, result_denom;

    printf("Enter first fraction: ");
    scanf("%d/%d", &num1, &denom1);

    printf("Enter second fraction: ");
    scanf("%d/%d", &num2, &denom2);

    result_num = num1 * denom2 + num2 * denom1;
```