how differs C stdio and conio?

stdio and conio are two different libraries in the C programming language, each with its purpose and set of functions.

stdio (Standard Input/Output) is a part of the C standard library and provides functions for file and stream-based input and output. It is a portable and widely-used library that allows you to work with files, read from and write to the console, and process input and output using formatted strings. Some common functions provided by the stdio library include:

printf(): Print formatted output to stdout (the console).

scanf(): Read formatted input from stdin (the console).

fopen(): Open a file for reading or writing.

fclose(): Close an open file.

fgets(): Read a string from a file.

fputs(): Write a string to a file.

conio (Console Input/Output) is a non-standard library that is primarily used in MS-DOS and some Windows compilers. It is not part of the C standard library, and its functionality and availability can vary across different platforms and compilers. The conio library provides functions for low-level console input and output operations, such as reading single characters without waiting for the Enter key or changing text colors. Some common functions provided by the conio library include:

clrscr(): Clear the console screen.

gotoxy(): Set the cursor position on the console.

kbhit(): Check if a key has been pressed without waiting for input.

getch(): Read a single character from the console without echoing and without waiting for the Enter key.

cprintf(): Print formatted output to the console with attributes like color and style.

In summary, stdio is a standard and portable library for file and stream-based input and output, while conio is a non-standard library that provides low-level console input and

output functionality, mainly used in MS-DOS and some Windows environments.