

# Formatted I/O: printf

## CSC 100 Introduction to programming in C/C++

### README

- There is much more to `scanf` and `printf` than we've seen
- I/O is where the pedal hits the metal - where man meets machine
- In this notebook: conversion specifications for `printf`

### printf

When it is called, `printf` must be supplied with

1. a format string, like "The output is: %d\n"
2. any number of values to be inserted into the string at printing

### Conversion specification

- A **conversion specification** is a placeholder like `d`
- Binary (machine) format is converted to printed (human) format
- General form: `%m.pX` where

WHAT	EXAMPLE
<code>m</code> minimum field width	<code>%4d</code> prints 123 as <code>_123</code>
<code>p</code> precision after point	<code>%.3f</code> prints 3.141593 as <code>3.142</code>
<code>X</code> conversion specifier	<code>d, e, f, g</code>

- `[X]`

Let's check! Add the examples from the first two lines of the table in the code block 1 and run it.

```
printf("%4d\n", 123);
printf("%.3f\n", 3.141593);
```

123

3.142

- The precision `p` depends on the conversion specifier `X`

### Integer decimal "d"

`d` displays an integer in decimal (= base 10) form. `p` is the minimum number of digits to display the integer. Default `p=1`.

- [X]

Get coding! Show that the default for d is p=1. Print the numbers 1, 1, 100 and 10000 with the specifiers %d, %.1d, %.5d, %.2d. Print each expression on its own line.

```
printf("%d\n %.1d\n %.5d\n %.2d\n", 1, 1, 100, 10000);
```

---

1

1

100

10000

---

## Floating point exponential "e"

e displays a floating-point number in exponential ("scientific") notation. p = digits after decimal point. If p=0, no decimal point is displayed.

- [X]

Get coding! Print 1, 1000, and 10000000000000000 using %e%. Print each expression on its own line with its own print function.

```
printf("%e\n", 1); // forgot the decimal point
printf("%e\n", 1.);
printf("%e\n", 1000.);
printf("%e\n", 10000000000000000.);
```

---

1.421737e-312

1.0

1000.0

1e+15

---

## Floating point fixed decimal "f"

That's f as we already know it from many other examples. The precision p is defined as for e. Trailing zeroes are shown.

## Variable floating point "g"

g displays a floating point number in either exponential format or fixed decimal format depending on the number's size. p is the maximum number of **significant** digits (**not** digits after the decimal point!) to be displayed. No trailing zeroes are shown. If there are no decimal digits after the decimal point, no decimal point is shown.

- [ ]

Get coding! Use `g` to display the numbers: 200, 3.142574654 with `p=8`, 2.71 - print each on a line of its own, but use only **one** `printf` statement to do it!

```
printf("%g\n %.8g\n %g\n", 200., 3.142574654, 2.71);
```

---

200

3.1425747

2.71

---

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