

Format specifier	Description	Supported data types
<code>%c</code>	Character	char unsigned char
<code>%d</code>	Signed Integer	short unsigned short int long
<code>%e</code> or <code>%E</code>	Scientific notation of float values	float double
<code>%f</code>	Floating point	float
<code>%g</code> or <code>%G</code>	Similar as <code>%e</code> or <code>%E</code>	float double
<code>%hi</code>	Signed Integer(Short)	short
<code>%hu</code>	Unsigned Integer(Short)	unsigned short
<code>%i</code>	Signed Integer	short unsigned short int long
<code>%l</code> or <code>%ld</code> or <code>%li</code>	Signed Integer	long
<code>%lf</code>	Floating point	double
<code>%Lf</code>	Floating point	long double
<code>%lu</code>	Unsigned integer	unsigned int unsigned long

Format specifier	Description	Supported data types
<code>%lli, %lld</code>	Signed Integer	<code>long long</code>
<code>%llu</code>	Unsigned Integer	<code>unsigned long long</code>
<code>%o</code>	Octal representation of Integer.	<code>short</code> <code>unsigned short</code> <code>int</code> <code>unsigned int</code> <code>long</code>
<code>%p</code>	Address of pointer to void void *	<code>void *</code>
<code>%s</code>	String	<code>char *</code>
<code>%u</code>	Unsigned Integer	<code>unsigned int</code> <code>unsigned long</code>
<code>%x or %X</code>	Hexadecimal representation of Unsigned Integer	<code>short</code> <code>unsigned short</code> <code>int</code> <code>unsigned int</code> <code>long</code>
<code>%n</code>	Prints nothing	
<code>%%</code>	Prints % character	