// Example for **getc**() in C

#include <stdio.h>

#include <conio.h>

int main()

{

printf("%c", getc(stdin));

/\*It reads a single character from a given input stream

and returns the corresponding integer value (typically

ASCII value of read character) on success.\*/

// Example for getchar() in C

printf("%c", getchar());

OR

#include <stdio.h>

int main () {

char c;

printf("Enter character: \n");

c = getchar();

printf("Character entered: ");

putchar(c);

return(0);

}

/\*The difference between getc() and getchar() is getc()

can read from any input stream, but getchar() reads

from standard input. So getchar() is equivalent to getc(stdin).\*/

// Example for getch() in C

printf("%c", getch());

/\*it reads also a single character from keyboard. But it does

not use any buffer, so the entered character is immediately

returned without waiting for the enter key.\*/

// Example for getche() in C

printf("%c", getche());

return 0;

}

/\*Like getch(), this is also a non-standard function present

in conio.h. It reads a single character from the keyboard

and displays twice immediately on output screen without waiting for

enter key.\*/

#include<stdio.h>

int main()

{

fputs("Geeksfor", stdout);

fputs("Geeks", stdout); //Prints in the same line.

getchar();

return 0;

}

#include<stdio.h>

int main()

{

puts("Geeksfor"); //Prints in he next line, basically has an inbuilt \n.

puts("Geeks"); //Also works for % and other unexpected symbols that printf does not print

getchar();

return 0;

}