Interaction

Fundamentals of Computer and Programming

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Interaction

- Produce output
- Get input values

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- Produce output
- Get input values

Printing

- Printing messages

```
printf("This is message \n");
```

- Printing variables
  - `printf("format", parameters);`

```
int i = 20;
char c = 'a';
printf("%d, %c", i, c);
printf("i is %d and char is %c", i, '6');
```

Printing Integers

- **%d, %i, %ld**

```
printf("%d", 100);
```

```
100
```

```
printf("%d, %d", +1000, -100);
```

```
1000, -100
```

```
printf("%i", 100);
```

```
100
```

```
printf("%ld, %i", +1000, -100);
```

```
1000, -100
```

Printing Unsigned Integers

- `%u` (base 10), `%o` (base 8), `%x` (base 16) and `%X` (base 16)

```
unsigned int i = 26;
printf("%u\n", i);          //26
printf("%o\n", i);          //32
printf("%x\n", i);          //1a
printf("%X\n", i);          //1A
```

Printing Floats

- %f, %e, %E, %lf

```
printf("%f", 100.5f);
```

```
100.500000
```

```
float f = -2;
double d = 100;
printf("%f, %f", f, d);
```

```
-2.000000, 100.000000
```

```
printf("%f, %e", 1e3, 1e3);
```

```
1000.000000, 1.000000e+003
```

Printing Chars

- %c

```
printf("%c", 'a');
```

```
a
```

```
printf("%c, %c", 'a','b');
```

```
a, b
```

```
char c1 = 'a';
printf("%c, %c, %c", c1, 'b', 65);
```

```
a, b, A
```

Special Character

- Characters in **`printf`**

	result
\n	newline
\r	carriage return
\b	backspace
\"	"
%%	%
\%	%

Printing Strings

- **%s**

```
printf("This is message");
```

```
This is message
```

```
printf("This is %s", "message");
```

```
This is message
```

```
char str1[20] = "This is message";
printf("%s", str1);
```

```
This is message
```

Field length

- Field length is a number
- Comes after % (and before the type char)
- It is the minimum space reserved for print
  - If value is smaller than the space
    - Empty space
  - If value is larger than the space
    - No effect

Field length

```
printf("|%4d|\n", 1);              // |   1|
printf("|%4d|\n", 12345);          // |12345|
printf("|%4d|\n", -12345);         // |-12345|
printf("|%4f|\n", 1234.0);         // |1234.000000|
printf("|%15f|\n", 1234.0); // |     1234.000000|
printf("|%4c|\n", 'A');            // |   A|
printf("|%4s|\n", "ABC");          // | ABC|
printf("|%4s|\n", "ABCDE");        // |ABCDE|
```

Precision

- Precision is a .number and comes after %
- For Integer
  - The minimum number of digits
    - If (# of digits < precision) → empty space = 0
- For floats
  - With %f, %e
    - The number of digits after .
- For strings
  - The maximum number of characters

Precision

```
printf("|%.4d|\n", 1);           // |0001|
printf("|%.4d|\n", 12345);       // |12345|
printf("|%.4d|\n", -12345);      // |-12345|
printf("|%.4f|\n", 1234.0);      // |1234.0000|
printf("|%.10f|\n", 1234.0);//|1234.0000000000|
printf("|%.4s|\n", "ABC");       // |ABC|
printf("|%.4s|\n", "ABCDEF");    // |ABCD|
```

Field length and Precision

- This is a number with format a.b
  - Comes after %
- First b determines the precision
- Then a specifies the field length

Field length and Precision

```
printf("|%10.5d|\n", 12);
|     00012|
printf("|%3.5d|\n", 12);
|00012|
printf("|%10.5f|\n", 1.234567890123);
|   1.23457|
printf("|%0.5f|\n", 1.234567890123);
|1.23457|
printf("|%15.10s|\n", "Hello, world");
|     Hello, wor|
printf("|%5.10s|\n", "Hello, world");
|Hello, wor|
```

Variable Field Length & Precision : *

- * can be used to specify field length and precision which is replaced by a variable

```
int i = 30;
int j = 2;
float f = 1.23456789;
printf("%0*.*f\n", i, j, f);
```

```
000000000000000000000000001.23
```

Cast in printing (do NOT use)

```
int i = -60;
unsigned int j = 4147482648;
float f = -700.05;

printf("i = %f\n", i);
i = 0.000000

printf("i = %u\n", i);
i = 4294967236

printf("j = %d\n", j);
j = -147484648

printf("f = %d\n", f);
f = 1610612736
```

Interaction

- Produce output
- Get input values

Reading

- Read from keyboard (console)
- What should be determined in reading
  - Keyboard enters “characters”, so, how to read int, char, …?
    - Which type the chars should be converted?
  - Where should be saved?
- **`scanf`**(“format”, parameters)
  - Format: The type that input should be converted to
  - Parameters: Where should be saved
- scanf blocks until ‘Enter’ at the end of input (why?!)
- Reads from beginning until to white spaces (except reading chars)

Reading Integers (base 10)

- **%d, %u, %ld, %lu**

```
int i;
unsigned int j;
long int l;

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

```
-90          → -90 is saved in memory location i
78 60L       → 78 is saved in memory location j
             → 60 is saved in memory location l
```

Spaces at the beginning are ignored

Reading Integers (cont'd)

- **`%o, %x, %X, %i`**

```
scanf("%o", &i);
```

Input: 12 → i = 10

```
scanf("%x", &i);
```

Input: 1a → i = 26

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

Input: 12 → i = 12

Input: 012 → i = 10 (It reads in base 8)

Input: 0x12 → i = 18 (It reads in base 16)

Reading floats and doubles

- %f, %lf, %e

```
float f;

double d;

scanf("%f", &f);

scanf("%lf", &d);
```

90.9 → 90.9 is saved in memory f

88.123456789 → 88.123456789 saved in memory d

Spaces at the beginning are ignored

Reading floats and doubles

```
float f1, f2;

scanf("%f", &f1);

scanf("%e", &f2);
```

Input:

```
1.23      → f1 = 1.23
4.56      → f2 = 4.56
```

Input:

```
1.23e+1   → f1 = 12.3
4.56e-1   → f2 = 0.456
```

Reading chars

- **%c**

```
char c1, c2, c3;

scanf("%c", &c1);   /* spaces */
scanf("%c", &c2);
scanf("%c", &c3);
```

Input: azb →

```
c1 = 'a'
c2 = 'z'
c3 = 'b'
```

Spaces at the beginning are NOT ignored

Reading chars (cont'd)

- White spaces (space, tab, enter) are not ignored when reading char
- To ignore white spaces, use " " before %c

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

Input: 123 45 → I = 123 c = ' ' j = 45

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

Input: 123 4 56 → I = 123 c = '4' j = 56

Input: 123 456 → I = 123 c = '4' j = 56

Reading chars (cont'd)

- **`getchar()`**
  - Read char after Enter
- **`getch()`**
  - Read char without Enter, does NOT show the char
- **`getche()`**
  - Read char without Enter, shows the char

Reading Strings

- How to read a line
  - Contains spaces (read until end of line)
- **gets(s)**

```
char str[20];
gets(str);
```

Input: `ABC DEF` → `str = "ABC DEF"`

Field length in scanf

- Field length specifies the maximum number of input characters (in the buffer) used for scanning

```
int i, j;
scanf("%5d", &i);
```

Input: **122** → i = 122

Input: **1234567** → i = 12345

```
scanf("%5d%d", &i, &j);
```

Input: **1 2** → i = 1, j = 2

Input: **1234567** → i = 12345, j = 67

Input: **123456 7** → i = 12345, j = 6

Special input format

- If input data has special format with extra characters
  - scanf can ignore them

```
int sal, mah, rooz;
scanf("%d/%d/%d", &sal, &mah, &rooz);
```

Input: `1389/12/1`

→

`sal = 1389, mah = 12, rooz = 1`

Format of actual input data

- The format of actual input data MUST match with the format of **`scanf`**

```
int a, b;

float f;

scanf("%d--%d%f", &a, &b, &f);
```

Input: `1--2 3.0` → `a = 1, b = 2, f = 3.0`

Input: `1-2 3.0` → `a = 1, b = 57, f = 0.0`

Input: `1.0--2 3.0` → `a = 1, b = 57, f = 0.0`

Common Bugs

- Casting in **`printf`** or **`scanf`**
  - **`printf("%d", 120.23);`**
  - **`double d; scanf("%f", &d);`**
- Mismatch between format and the number of expressions
  - **`printf("%d %d", 10);`**
  - **`printf("%d", 10, 20);`**
- Using name of variable instead of address
  - **`scanf("%d", i);`**

Reference

- Reading Assignment: Chapter 9 of “C How to Program”