



## Lesson 3 Scanf

Hello, fellow programmers!

Last lesson we learned how to store data, but what if we want to input data from the user? In this case, we use **scanf**!

Scanning is waiting for the user to type in some text and hitting enter.

Here's how our code would be like:

```
int x;  
printf("Enter a number");  
scanf("%d",&x);  
printf("%d",x);
```

You first need a container (i.e., a **variable**) to store the data from the user. Then, the computer will ask for input (with the **scanf** command). When the user types in an integer and presses enter, it gets stored inside the variable we declared above.

We can use this information to create a program similar to a calculator, where we add two numbers and display the sum, as follows:

```
int x;  
int y;
```



```
scanf("%d",&x);  
scanf("%d",&y);  
int output = x+y;  
printf("%d", output);
```

Try to code yourself:

-- > click here: [Lesson 3 scanf - Replit](#)

We let the user store values (the input) inside the variables.  
We then add the variables and store the sum in another variable named **output** and print it!

**NOTE:** character variables can be scanned with the following command:

```
scanf("%c",&<<variable_name>>);
```

For example: `scanf("%c", &x);`