

# scanf() in C

The scanf() function in C is the counterpart to printf() used to read input from the user. It can handle various data types such as integers, characters, strings, and other primitive types.

## How to use scanf()?

The scanf() function reads input from the standard input device (keyboard) and stores it in variables.

### Syntax

```
scanf("format_string", address_of_arguments);
```

The **format\_string** in scanf contains placeholders similar to printf, but it expects the addresses of variables as arguments. The address of any variable can be determined by using & addressof operator before the variable name.

```
&variable_name
```

## Example

**C**

```
1  #include <stdio.h>
2  int main()
3  {
4      int x, y;
5
6      printf("Enter First Number: \n");
7      scanf("%d", &x);
8
9      printf("Enter Second Number: \n");
10     scanf("%d", &y);
11
12     printf("Sum is %d", x + y);
13     return 0;
14 }
```

### Output

```
Enter First Number:
10 (entered by user)
Enter Second Number:
20 (entered by user)
Sum is 30
```

### Explanation:

When the above code is executed, it will print "Enter First Number: " and prints newline. When the program reaches a `scanf` statement, it pauses execution until the user provides input and presses the Enter key. For integer, it uses `%d` placeholder and address is determined using `&` operator.

Assume user enters 10 and press enter. Then it moves to the second `printf` line, prints "Enter Second Number:" and prints newline. Again, it waits for the user to enter the number. Assume user enter 20, then it prints the third `printf` statement "Sum is 30"

## Strings and scanf()

Strings are stored as character arrays in C, so when reading strings, the variable name itself acts as the address (since strings are character arrays), so the `&` operator is not required.

**C**

```
1  #include <stdio.h>
2  int main()
3  {
4      char name[100];
5      printf("Enter Your Name: \n");
6      scanf("%s", name);
7
8      printf("Hi %s,\n", name);
9      printf("Welcome to GfG");
10     return 0;
11 }
```

### Output

```
Enter Your Name:
Sandeep (entered by user)
Hi Sandeep,
Welcome to GfG
```

However, `scanf` stops reading a string when it encounters a whitespace. For reading strings with spaces, use `fgets` instead.

**C**

```
1  #include <stdio.h>
```

```
2  int main()  
3  {  
4      char name[100];  
5      printf("Enter Your Name: \n");  
6      scanf("%s", name);  
7  
8      printf("Hi %s,\n", name);  
9      printf("Welcome to GfG");  
10     return 0;  
11 }
```

## Output

Enter Your Name:  
**Sandeep Jain** (*entered by user*)  
Hi Sandeep,  
Welcome to GfG

## Multiple Inputs with scanf

You can read multiple values in a single scanf statement by specifying multiple placeholders.

**C**

```
1  #include <stdio.h>  
2  int main()  
3  {  
4      int x, y;  
5  
6      printf("Enter Two Number: \n");  
7      scanf("%d %d", &x, &y);  
8  
9      printf("Multiplication is %d", x * y);  
10     return 0;  
11 }
```

## Output

Enter Two Number:  
**10 20** (*entered by user*)  
Multiplication is 200

The user can provide inputs either by separating values with spaces or pressing Enter between inputs.

## Input Format with Separators

If you include separators (e.g., strings) in the format string, the user must input the exact separator for the scanf function to work correctly.

C

```
1  #include <stdio.h>
2  int main()
3  {
4      int x, y;
5
6      printf("Enter Two Number: \n");
7      scanf("%dGfG%d", &x, &y);
8
9      printf("Multiplication is %d", x * y);
10     return 0;
11 }
```

## Output

Enter Two Number:  
**10GfG20** (*entered by user*)  
Multiplication is 200

If the input doesn't match the format (e.g., missing **GfG**), the program may produce incorrect results or errors.