# Standard Input/Output Functions

### printf() and scanf():

- **printf()** is used to output data to the console.
- scanf() is used to read input from the console.

# Example - Using printf() and scanf():

```
int num;
printf("Enter an integer: ");
scanf("%d", &num); // Note the '&' to get the address of the variable
printf("You entered: %d\n", num);
```

### Other Standard I/O Functions:

- getchar() and putchar() are used for single character input and output.
- gets() and puts() are used for reading and writing strings.

# String Manipulation

### **String Functions:**

- C provides a library of functions for string manipulation.
- Common functions include strlen(), strcpy(), strcat(), strcmp(), and more.

# **Example - Using String Functions:**

### Code

```
#include <string.h>
char str1[] = "Hello, ";
char str2[] = "World!";
strcat(str1, str2); // Concatenate str2 to str1
printf("%s\n", str1); // Output: "Hello, World!"
```

#### Structures and Unions

#### **Structures:**

Structures allow you to create custom data types to group related data.

```
Example:
   Code
   struct Person {
     char name[50];
     int age;
   };
   Unions:
         Unions are similar to structures but allow you to store only one value at a time.
          Example:
Code
union Value {
  int integer;
  float floating;
  char character;
Preprocessor Directives
       #include, #define, and #ifdef:
              Preprocessor directives are used to modify the source code before compilation.
              #include is used to include header files.
             #define is used to create macros.
          • #ifdef is used for conditional compilation.
```

#ifdef DEBUG

Example - Using #define:

#define PI 3.14159

Example - Using #ifdef:

Code

Code

**}**;