

# Taking input through keyboard

Day-5

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## Input Instruction

`getch()` → It can take only one character at a time.

`scanf()` → It can take data which requires multiple key strokes

→ It can take data as a sequence of characters and uses space, tab and new line character as data separator.

→ It can convert data into desired type

→ It can store data in specified variable.

# Examples

```
main()
```

```
{
```

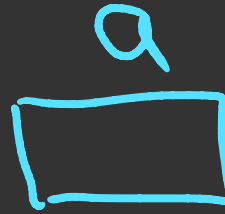
```
    int a;
```

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

```
    printf("a = %d", a);
```

```
    getch();
```


```
}
```



& 'address of'  
'Referencing'  
operator

## Example to take multiple values

```
main()
{
    int a, b;
    scanf("%d %d", &a, &b);
    printf("a = %d b = %d", a, b);
    getch();
}
```



The diagram illustrates the memory layout for the variables 'a' and 'b'. It consists of two adjacent rectangular boxes. The first box is labeled 'a' above it, and the second box is labeled 'b' above it. Both boxes are empty, representing uninitialized memory locations.

Write a program to calculate sum of two numbers.

```
#include <stdio.h>
#include <conio.h>
int main()
{
    int a, b, c;
    printf("Enter two numbers");
    scanf("%d %d", &a, &b);
    c = a + b;
    printf("sum of %d and %d is %d", a, b, c);
    getch();
}
```

# Arithmetic Instruction

An instruction which is used to manipulate data using operators, is known as arithmetic instruction.

# Operators

- ① Unary operators
- ② Arithmetic Operators
- ③ Bitwise Operators
- ④ Relational Operators
- ⑤ Logical Operators
- ⑥ Conditional Operators
- ⑦ Assignment Operators.