

LECTURE-05

Programming in C

## Covered Topics

Characters Set ✓

Tokens & Identifiers ✓

Literals / Constants ✓

Datatypes in C ✓

✓ ★ Input/output Statements → Today

## Output Statement:

↳ printf ( )

Output : CPU → Output Device  
↳ Monitor, Printer, Speakers etc

- \* printf is a library function that allows us to display the output.
- This function is defined in the `<stdio.h>` header file.

## Syntax:

printf ( Statement 1, Statement 2, ... )  
          ↓                  ↓  
         formatted     formatted

\* printf ( ) ← Consider as string.

Ex → printf ("Hello");      → Print on the screen as 'Hello'  
                                  ↑  
                                 string

#include <stdio.h> ← Stdio = Standard Input/output

```
int main ( ) {  
    printf("Hello World"); ← Semi colon  
    return 0; ← is compulsory  
}
```

stdio.h

\* filename . fileformat  
    ↓                   ↓  
Title of file       Type of file

image . jpg

video . mp4

program . c  
    ↖                   ↗ C-program  
No spaces allowed

```
C printstatement.c x  
C printstatement.c > main()  
1 #include <stdio.h>  
2  
3 int main(){  
4     printf("Hello World!");  
5     return 0;  
6 }
```

int

Hello World!  
PS>

Print ("Hello");  
↓  
function  
Name  
Argument

\* Any function in C, can be identified by ( )  
↳ written for a specific task  
Parantheses  
(round bracket)

Eg printf(12);  
integer literal

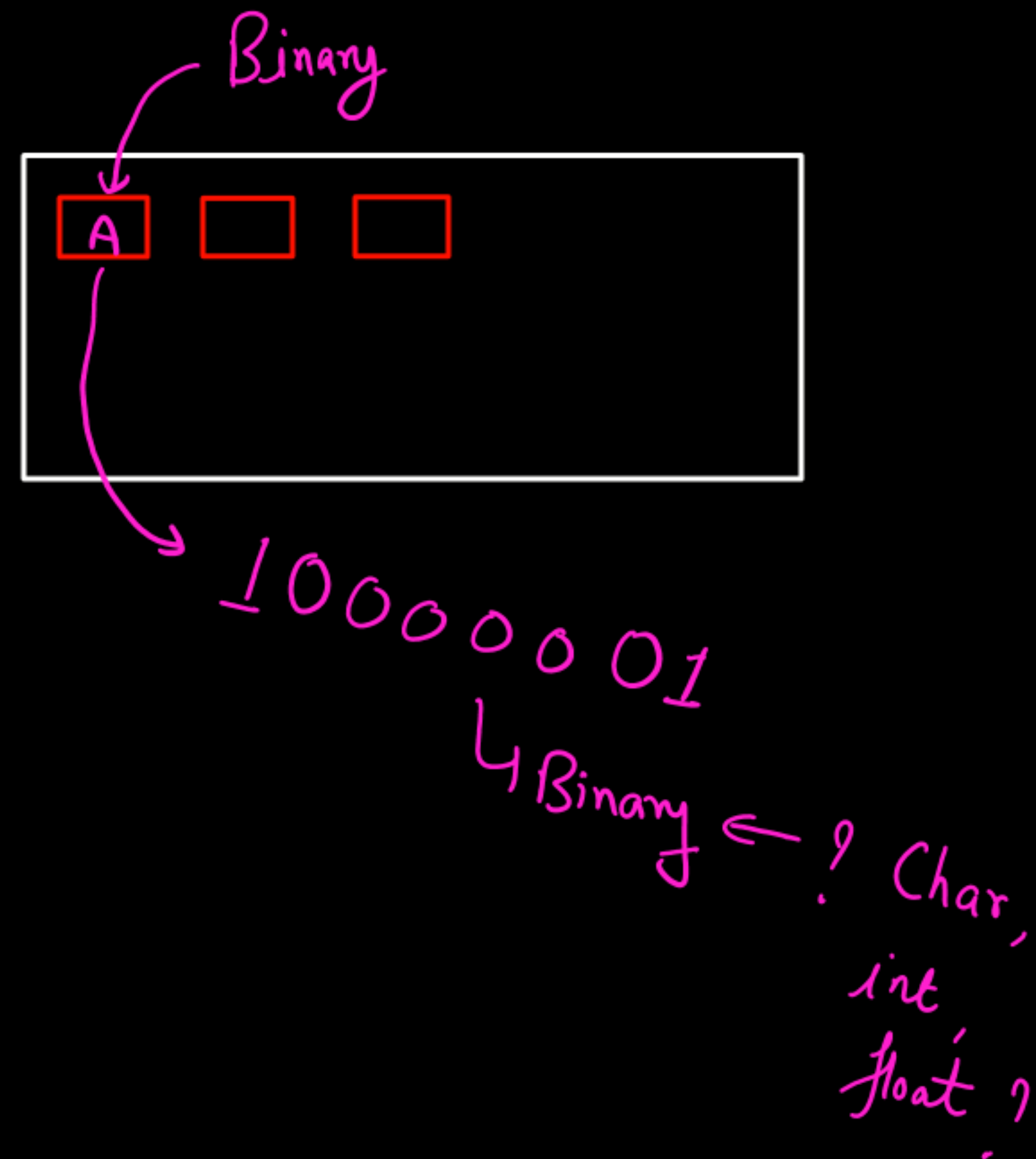
\* Except string, we have to specify the type of data inside printf()  
format Specifier



## Format Specifiers:

- ↳ It specify the format of data.
- \* It represents in the form of string.

| Specifier | Description              |
|-----------|--------------------------|
| "%d"      | integer (signed)         |
| "%i"      | decimal integer (signed) |
| "%u"      | Unsigned decimal integer |
| "%f"      | floating point Number    |
| "%lf"     | double (long float)      |
| "%c"      | Single character         |



| Specifier  | Description   |
|------------|---|
| '%s'       | String (default)  |
| "%x"       | Unsigned Hexadecimal integer                            |
| "%X"       | — Same —  |
| "%o"       | Unsigned Octal Number (integer)                         |
| "%p"       | pointer address   |
| "%e", "%E" | Scientific Notation ( $3.1E25$ ) → $3.1 \times 10^{25}$ |
| "%%"       | '%' print % literal                                     |
| "%.2f"     | Print float upto 2 decimal Places                       |
|            | $\text{Ex } ("%.2f", 3.14159)$                          |
|            | 3.14  |

# Use of format Specifiers in Print function

`printf("%d", 12)`

Annotations:

- `printf`: print
- `%d`: integer
- `12`: value

```
C printstatement.c
C printstatement.c > main()
1 #include <stdio.h>
2 int main(){
3     printf("%d", 12);
4     return 0;
5 }
```

Output

```
12 ✓
PS>
```

`printf("%d , %d", 10, 200);`

Annotations:

- `printf`: print
- `%d`: integer
- `%d`: integer
- `10`: integer
- `200`: integer

```
C printstatement.c X
C printstatement.c > main()
1 #include <stdio.h>
2 int main(){
3     printf("%d , %d", 10, 200);
4     return 0;
5 }
```

Output

```
10 , 200
PS>
```



`printf("%d", 100, 'A');`  
↓  
print  
int      character

`printf("%c", 65, 'a');`  
↓  
print  
char      int

`printf("The value of a is %d", 64);`  
↓  
print  
The value of a is 64

```
C printstatement.c X
C printstatement.c > main()
1 #include <stdio.h>
2 int main(){
3     printf("%d, %c", 10, 'A');
4     return 0;
5 }
```

10, A  
PS>

```
C printstatement.c X
C printstatement.c > main()
1 #include <stdio.h>
2 int main(){
3     printf("%c, %d", 65, 'a');
4     return 0;
5 }
```

A, 97  
PS>

```
C printstatement.c X
C printstatement.c > main()
1 : include <stdio.h>
2 nt main(){
3     printf("The value of a is %d", 64);
4     return 0;
```

The value of a is 64  
PS>

## Taking user input:

$\&$   $\leftarrow$  Address of

`scanf()`  $\leftarrow$  used to take the input from user.

$\hookrightarrow$  `scanf("format specifier",  $\&$  variable);`

Ex `#include <stdio.h>`

`int main() {`

`int x;`

`printf("Enter the number");`

`scanf("%d",  $\&$ x);`

$\Downarrow$   
take integer  
input

Store at the address of  
 $x$

`printf("You Entered %d", x);`

$\downarrow$   
print

You Entered  $x$

`return 0;`

}

Program to take an input from user & print the value:

C printstatement.c X

C printstatement.c > main()

```
1  #include<stdio.h>
2  int main(){
3      int x; // variable declaration
4      printf("Enter a number: ");
5      scanf("%d", &x);
6      printf("You entered: %d", x);
7      return 0;
8  }
```

Enter a number: 512  
You entered: 512  
PS>

x

int

int



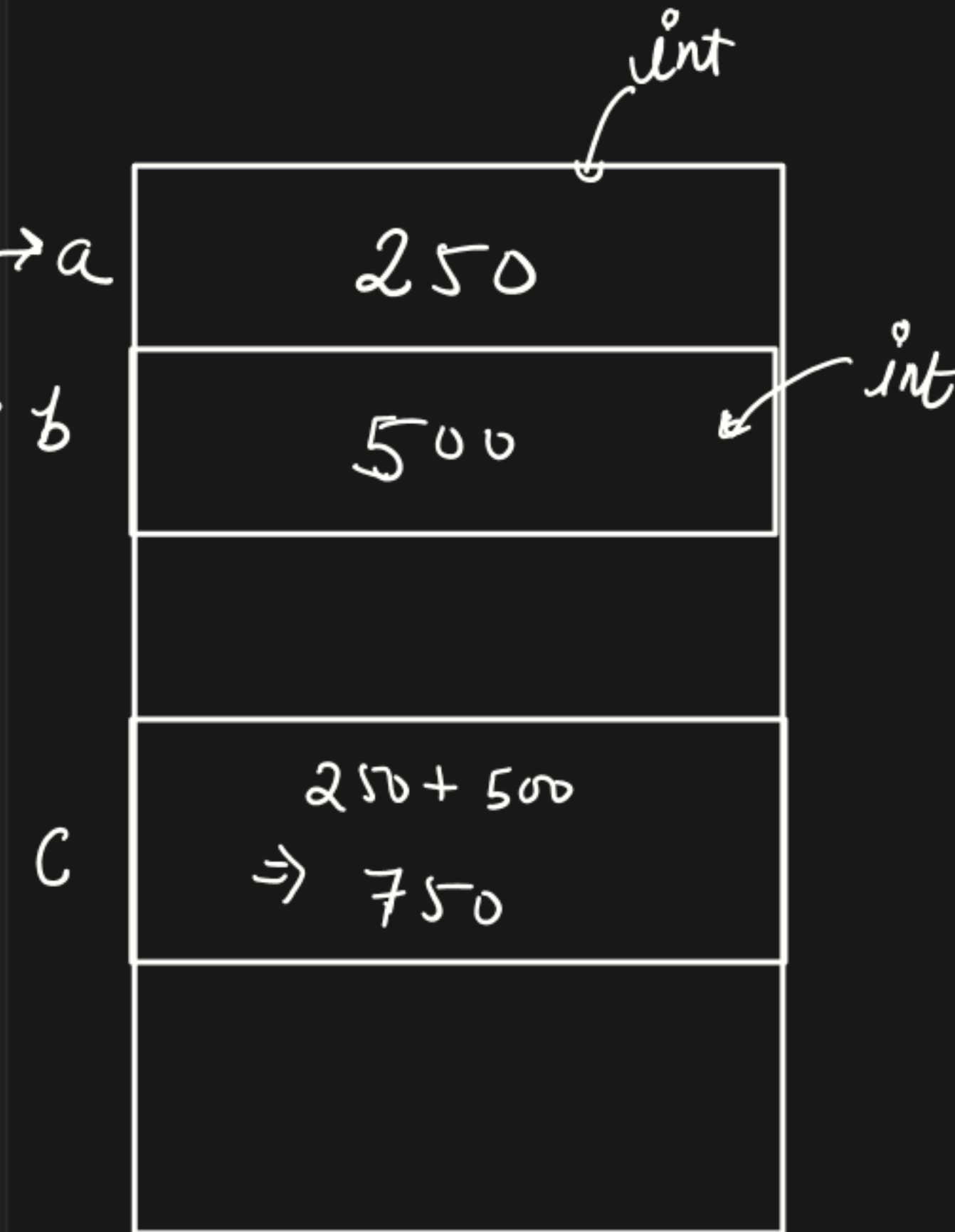


C printstatement.c X

C printstatement.c > ...

```
1 // Write a program to add two numbers
2 // but take the numbers as input
3
4 #include <stdio.h>
5
6 int main(){
7     int a, b;
8     printf("Enter the value of a: ");
9     scanf("%d", &a);
10    printf("Enter the value of b: ");
11    scanf("%d", &b);
12    int c;
13    c = a + b;
14    printf("The sum of %d and %d is %d", a, b, c);
15    return 0;
16 }
```

Enter the value of a: 250  
Enter the value of b: 500  
The sum of 250 and 500 is 750  
PS>



int  
a

int  
b

int  
c