



FIRMWARE DEVELOPER

Embedded Systems

Write your own printf() function in c

Write your own printf() function in c

I was wondering where I can find the C code that's used so that when I write printf("Hello World!") in my C program to know that it has to print that string to standard output(i.e. monitor screen). I looked in <stdio.h>, but there I could only find its prototype int printf(const char *format, ...), but not how it looks like internally.

Then i start googling for that but i hardly find a solution for which i am looking for. So after long time spend on net, i found this nice formal C Program.

Before implementation of printf() function we have to deal with unusual problem which is variable arguments. As we know that printf can take many arguments besides string, like

`printf("Hello world! %s %d %f..", str, int, ...many_more...);`

A diagram illustrating the variable arguments in the printf function call. A blue bracket underlines the string "Hello world! %s %d %f..". Below it, a blue arrow points to the text "Argument 1". A green arrow points to the variable "str", which is labeled "Argument 2" below it. An orange arrow points to the variable "int", which is labeled "Argument 3" below it. A purple arrow points to the ellipsis "...many_more...", which is labeled "So on..." below it.

So we have to use a standard library called **stdarg.h** to handle this variable argument problem. In this implementation context, we don't need learn whole **stdarg.h** library because we use some macro functions of these library which is understandable directly by our C program.

Code to implement printf()

```
1 #include<stdio.h>
2 #include<stdarg.h>
3
4 void Myprintf(char *,...); //Our printf function
5 char* convert(unsigned int, int); //Convert integer number into octal, hex, etc.
6
7
8 int main()
9 {
10 Myprintf(" WWW.FIRMCODES.COM \n %d", 9);
11
12 return 0;
13 }
14
15
16 void Myprintf(char* format,...)
17 {
18 char *traverse;
19 unsigned int i;
```

```

19 char *s;
20
21 //Module 1: Initializing Myprintf's arguments
22 va_list arg;
23 va_start(arg, format);
24
25 for(traverse = format; *traverse != '\0'; traverse++)
26 {
27     while( *traverse != '%' )
28     {
29         putchar(*traverse);
30         traverse++;
31     }
32
33     traverse++;
34
35 //Module 2: Fetching and executing arguments
36 switch(*traverse)
37 {
38     case 'c' : i = va_arg(arg,int); //Fetch char argument
39         putchar(i);
40         break;
41
42     case 'd' : i = va_arg(arg,int); //Fetch Decimal/Integer argument
43         if(i<0)
44         {
45             i = -i;
46             putchar('-');
47         }
48         puts(convert(i,10));
49         break;
50
51     case 'o' : i = va_arg(arg,unsigned int); //Fetch Octal representation
52         puts(convert(i,8));
53         break;
54
55     case 's' : s = va_arg(arg,char *); //Fetch string
56         puts(s);
57         break;
58
59     case 'x' : i = va_arg(arg,unsigned int); //Fetch Hexadecimal representation
60         puts(convert(i,16));
61         break;
62 }
63 }
64
65 //Module 3: Closing argument list to necessary clean-up
66 va_end(arg);
67 }
68
69 char *convert(unsigned int num, int base)
70 {
71     static char Representation[] = "0123456789ABCDEF";
72     static char buffer[50];
73     char *ptr;
74
75     ptr = &buffer[49];
76     *ptr = '\0';
77
78     do
79     {
80         *--ptr = Representation[num%base];
81         num /= base;
82     }while(num != 0);
83
84     return(ptr);
85 }
86

```

Pseudocode

Module 1: Initializing Myprintf's arguments

In this section, we initialize the arguments of Myprintf() function by using standard argument library.

```
1 va_list arg;
```

This line declares a variable, **arg**, which we use to manipulating the argument list containing variable arguments of Myprintf(). The data type of the variable is va_list, a special type defined by <stdarg.h>.

```
1 va_start(arg, format);
```

This line initializes **arg** variable with function's last fixed argument i.e. **format**. **va_start()** uses this to figure out where the variable arguments begin.

Module 2: Fetching and executing arguments

```
1 i = va_arg(arg, int);
```

va_arg() fetches the next argument from the argument list. The second parameter to **va_arg()** is the **data type** of the argument we expect.

Note: **va_arg()** function will never receive arguments of type **char**, **short int**, or **float**. **va_arg()** function only accept arguments of type **char ***, **unsigned int**, **int** or **double**.

Module 3: Closing argument list to necessary clean-up

```
1 va_end(arg);
```

Finally, when we're finished processing the all arguments, we call **va_end()**, which performs any necessary cleanup.

Original standard printf()

Here's the GNU version of **printf**... you can see it passing in stdout to **vfprintf**:

```
1 __printf (const char *format, ...)
2 {
3     va_list arg;
4     int done;
5
6     va_start (arg, format);
7     done = vfprintf (stdout, format, arg);
8     va_end (arg);
9
10    return done;
11 }
```

Here's a link to **vfprintf**... all the formatting 'magic' happens here.

This is the same thing as we use **varargs**(**stdarg.h** library) to get parameters in a variable argument list. Other than that, they're just traditional C.

Limitation of standard variable argument functions is described in another post named "How can I write a function that takes a variable number of arguments ? " which you can see below in suggested reading.

Source

1. <http://www.eskimo.com/>
2. <http://sourceware.org/>
3. <http://stackoverflow.com/>
4. <https://www.google.com/>

Suggested Reading

1. [C/C++ program to shutdown or turn off computer](#)
2. [Function Pointers in C/C++](#)
3. [How can I write a function that takes a variable number of arguments?](#)

Donate For Future Update

Donate



Visitors

See more▶

 IN 78,235	 DE 2,714	 BD 1,826
 US 23,683	 GB 2,437	 KR 1,754
 PK 3,271	 FR 2,167	 TR 1,629
 CA 2,774	 EG 2,144	 RU 1,450

Pageviews: 247,606

