

#### 4. Managing Input and Output operations

##### \* Reading a character

Standard input → from keyboard

Standard output → on screen.

Reading a single character can be done by using the function `getchar()` or `scanf` variable - `name = getchar();`

Eg: `char name;`

`name = getchar();`

##### 1) demonstrating of getchar function.

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

```
main()
```

```
{
```

```
char answer;
```

```
printf("would you like to know my name? (y/n)");
```

```
printf("Type Y for Yes and N for No");
```

```
answer = getchar();
```

```
if (answer == 'y' || answer == 'Y')
```

```
printf("My name is Buiy/n");
```

```
else
```

```
printf("You are good for nothing/n");
```

```
}
```

##### 2) using isalpha or isdigit

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

```
#include <ctype.h>
```

```
main()
```

```
{
```

```
char character;
```

```
printf("Press any key/n");
```

```
character = getchar();
```

```
if (isalpha(character) > 0)
```

```
printf("The character is a letter");
```

```
else
```

```
if (isdigit(character) > 0)
```

```
printf("The character is a digit");
```

```
else
```

```
printf("The character is not a alphanumeric.");
```

```
}
```



\* writing a character.

like getchar, there is an analogous function putchar for writing characters one at a time to the terminal

putchar (variable-name);

3) demonstrating of putchar (islower, toupper, tolower).

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

```
#include <ctype.h>
```

```
main()
```

```
{
```

```
    char alphabet;
```

```
    printf("Enter an alphabet\n");
```

```
    alphabet = getchar();
```

```
    if (islower(alphabet))
```

```
        putchar(toupper(alphabet));
```

```
    else
```

```
        putchar(tolower(alphabet));
```

```
}
```

\* formatted input

by scanf function

```
scanf("control string", arg1, arg2, ..., argn);
```

4) Inputting integer numbers.

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

```
main()
```

```
{
```

```
    int a, b, c, x, y, z;
```

```
    int p, q, r;
```

```
    printf("Enter three integer numbers\n");
```

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

```
    printf("%d %d %d", a, b, c);
```

```
}
```

||y we can use the scanf function to read the input from keyboard.

5) Inputting Real numbers.

```
main()
```

```
{ float x, y, z;
```

```
    double p, q;
```

```
    printf("x = %f y = %f", x, y);
```

```
    printf("z = %f\n", z);
```

```
    printf("value of -p and q\n");
```

```
    scanf("%f %f", &p, &q);
```

```
    printf("p = %f q = %f", p, q);
```

```
}
```



## \* Inputting character things

6) Reading things using %wc and %ws

```
main()
{
    int no;
    char name1[15], name2[15], name3[15];
    printf("Enter serial number and name one\n");
    scanf("%d %s", &no, name1);
    printf("%d %s\n", no, name1);
    printf("Enter serial number and name two\n");
    scanf("%d %s", &no, name2);
    printf("%d %s\n", no, name2);
    printf("Enter serial number and name three\n");
    scanf("%d %s", &no, name3);
    printf("%d %s\n", no, name3);
}
```

## \* Detection of errors in input

If scanf("%d %f %s", &a, &b, name);

We have to enter the input in same format only

7)

```
main()
{
    int a;
    float b;
    char c;
    printf("Enter values of a, b, and c\n");
    if (scanf("%d %f %c", &a, &b, &c) == 3)
        printf("a = %d b = %f c = %c\n", a, b, c);
    else
        printf("Error in input\n");
}
```

## \* Commonly used scanf format codes.

%c — Single character

%d — decimal integer

%e — floating point value

supriya ✨ %f — floating point value

%g —



- %i - short int
- %i - decimal, hexadecimal and octal int
- %o - octal integer
- %s - string
- %u - unsigned decimal int
- %x - hexadecimal int
- %.[] - string of words.

### \* Formatted output

using printf function.

printf("control string", arg1, arg2, arg3, ..., argn);

It is similar to the scanf function.

### 8) output of integer numbers.

```
main()
{
    int m = 12345;
    printf("%d\n", m);
    printf("%o\n", m);
    printf("%x\n", m);
}
```

### 9) output of real numbers.

```
main()
{
    float y = 98.7654;
    printf("%.4f\n", y);
    printf("%.2f\n", y);
    printf("%.10e\n", y);
    printf("%.4e\n", -y);
}
```

### \* Enhancing the Readability of output

1. provide enough blank space between two numbers
2. Introduce appropriate headings and variable names in the output.
3. print special messages whenever a peculiar condition occurs in the output
4. Introduce blank lines between the important sections of the output



10) Basic input and output

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

```
int main()
```

```
{
```

```
    int a;
```

```
    float b;
```

```
    char c;
```

```
    printf("Enter a integer: ");
```

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

```
    printf("Enter a float: ");
```

```
    scanf("%f", &b);
```

```
    printf("Enter a character: ");
```

```
    scanf("%c", &c);
```

```
    printf("You entered: %d, %.2f, %c\n", a, b, c);
```

```
    return 0;
```

```
}
```

11) Character I/O using getch() and putchar()

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

```
int main()
```

```
{
```

```
    char ch;
```

```
    printf("Enter a character: ");
```

```
    ch = getch();
```

```
    printf("You entered: ");
```

```
    putchar(ch);
```

```
    return 0;
```

```
}
```

12) Multiple Input

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

```
int main()
```

```
{
```

```
    int x, y, z;
```

```
    printf("Enter three integers: ");
```

```
    scanf("%d %d %d", &x, &y, &z);
```

```
    printf("Sum = %d\n", x + y + z);
```

```
    printf("Avg = %.2f\n", (x + y + z) / 3.0);
```

```
    printf("Avg = %.2f\n", (x + y + z) / 3.0);
```

```
    return 0;
```

```
#include <stdio.h>
#include <string.h>
int main()
{
    char str[] = "WORDPROCESSING";
    printf("(a) %s %s\n", "WORD", "PROCESSING");
    printf("(b)\n%s\n%s\n", "WORD", "PROCESSING");
    printf("(c) W.P.\n");
    return 0;
}
```

```
supriya@ubuntu:~/Desktop/c/chp4$ ./string
```

```
(a) WORD PROCESSING
```

```
(b)
```

```
WORD
```

```
PROCESSING
```

```
(c) W.P.
```

```
#include <stdio.h>
int main()
{
    float x, y;
    printf("Enter values of x and y: ");
    scanf("%f %f", &x, &y);
    if (x != y)
        printf("(a)  $(x+y)/(x-y) = %.2f$ \n", (x + y) / (x - y));
    else
        printf("(a) Division by zero not allowed\n");
    printf("(b)  $(x+y)/2 = %.2f$ \n", (x + y) / 2);
    printf("(c)  $(x+y)(x-y) = %.2f$ \n", (x + y) * (x - y));
    return 0;
}
supriya@ubuntu:~/Desktop/c/chp4$ ./exp
Enter values of x and y: 4 5
(a)  $(x+y)/(x-y) = -9.00$ 
(b)  $(x+y)/2 = 4.50$ 
(c)  $(x+y)(x-y) = -9.00$ 
```

```
#include <stdio.h>
#include <math.h>
int main() {
    float a = 35.7, b = 50.21, c = -23.73, d = -46.45;
    printf("Rounded values:\n");
    printf("%.2f -> %d\n", a, (int)round(a));
    printf("%.2f -> %d\n", b, (int)round(b));
    printf("%.2f -> %d\n", c, (int)round(c));
    printf("%.2f -> %d\n", d, (int)round(d));
    return 0;
}
```

supriya@ubuntu:~/Desktop/c/chp4\$ ./int

Rounded values:

35.70 -> 36

50.21 -> 50

-23.73 -> -24

-46.45 -> -46



```

#include <stdio.h>
int main()
{
    int a, b;
    printf("Enter two two-digit integers: ");
    scanf("%d %d", &a, &b);
    int d1 = b % 10;
    int d2 = b / 10;
    int p1 = a * d1;
    int p2 = a * d2;
    int result = a * b;
    printf("      %d\n", a);
    printf("  x   %d\n", b);
    printf("  -----\n");
    printf("%2d x %d is %4d\n", d1, a, p1);
    printf("%2d x %d is %4d\n", d2, a, p2);
    printf("Add them %4d\n", result);
    return 0;
}

```

supriya@ubuntu:~/Desktop/c/chp4\$ ./mul

Enter two two-digit integers: 46 16

```

      46
  x   16
  -----
 6 x 46 is  276
 1 x 46 is   46
Add them  736

```

```
/* Read 3 integers and output in different ways*/
#include <stdio.h>
int main()
{
    int a, b, c;
    printf("Enter three integers: ");
    scanf("%d %d %d", &a, &b, &c);
    printf("%d ", a);
    printf("%d ", b);
    printf("%d\n", c);
    printf("%d %d %d\n", a, b, c);
    printf(a > 0 ? "    " : "");
    printf(b > 0 ? "    " : "");
    printf(c > 0 ? "    " : "");
    printf("%d %d %d\n", a, b, c);
    return 0;
}
```

supriya@ubuntu:~/Desktop/c/chp4\$ ./out

Enter three integers: 1 2 3

1 2 3

1 2 3

1 2 3



```
/*Exponential format printing*/  
#include <stdio.h>  
int main()  
{  
    double x = 10.45678;  
    printf("(a) %.2e\n", x);  
    printf("(b) %.4e\n", x);  
    printf("(c) %.8e\n", x);  
    return 0;  
}
```

supriya@ubuntu:~/Desktop/c/chp4\$ ./dec

```
(a) 1.05e+01  
(b) 1.0457e+01  
(c) 1.04567800e+01
```

```
/* Fixed-point format printing*/  
#include <stdio.h>  
int main()  
{  
    double x = 345.6789;  
    printf("(a) %.2f\n", x);  
    printf("(b) %.5f\n", x);  
    printf("(c) %.0f\n", x);  
    return 0;  
}
```

supriya@ubuntu:~/Desktop/c/chp4\$ ./fix

(a) 345.68

(b) 345.67890

(c) 346



```
/* Name formatting */
#include <stdio.h>
int main()
{
    char fname[20], mname[20], lname[20];
    printf("Enter first, middle, and last name: ");
    scanf("%s %s %s", fname, mname, lname);
    printf("(a) %s %c. %s\n", fname, mname[0], lname);
    printf("(b) %c.%c. %s\n", fname[0], mname[0], lname);
    printf("(c) %s.%c.%c.\n", lname, fname[0], mname[0]);
    return 0;
}
```

```
supriya@ubuntu:~/Desktop/c/chp4$ ./name
Enter first, middle, and last name: su priya gudela
(a) su p. gudela
(b) s.p. gudela
(c) gudela.s.p.
```

```

/*Table of data*/
#include <stdio.h>
int main()
{
    char name1[20], name2[20];
    int code1, code2;
    float price1, price2;
    printf("Enter name, code, price for first item: ");
    scanf("%s %d %f", name1, &code1, &price1);
    printf("Enter name, code, price for second item: ");
    scanf("%s %d %f", name2, &code2, &price2);
    printf("%-10s %6s %10s\n", "Name", "Code", "Price");
    printf("%-10s %6d %10.2f\n", name1, code1, price1);
    printf("%-10s %6d %10.2f\n", name2, code2, price2);
    return 0;
}

```

```

supriya@ubuntu:~/Desktop/c/chp4$ ./table
Enter name, code, price for first item: fan 4550 6799
Enter name, code, price for second item: motor 76134 650

```

Name	Code	Price
fan	4550	6799.00
motor	76134	650.00