

Input Output Functions

1. What are the input output functions for character?

Input output functions for character are as follow.

Input function:

A function which is used to read a value of character from user or which inputs a character, is known as input function.

Following function are used as a character input.

getch(), getche(), getchar()

These three function are used as a character input function.

1. getchar()

This function is used to enter single character from a user. This function performs the same as we inputs a character value by using scanf().

So getchar() function read a character from input buffer and returns the ASCII value of the character. The syntax of getchar() is as follow:

character_variable=getchar();

ex. char c;

c=getchar()

a value will be entered by user and at first it will be stored inside a getchar() function and after using assignment operator a value will be assign to variable c.

once a value is entered means a key is pressed by user its value will be display on console window means it will echo input, then when user press “enter” key then only its following statement will be executed.

```
#include<stdio.h>
#include<conio.h>
void main()
{
    char a;
    clrscr();
    printf(“enter any character”);
    a=getchar();//will display character and user need to press enter for next printf statement
    printf(“value of entered character is %c”,a);
    getch();
}
```

2. getche()

This function is used to enter single character from a user.

So getche() function read a character from input buffer and returns the ASCII value of the character. The syntax of getche() is as follow:

character_variable=getche();

ex. char c;

c=getche()

a value will be entered by user and at first it will be stored inside a getche() function and after using assignment operator a value will be assign to variable c.

once a value is entered means a key is pressed by user its value will be display on console window means it will echo input, then without pressing “enter” key its following statement will be executed.

```
#include<stdio.h>
#include<conio.h>
void main()
{
    char a;
    clrscr();
    printf(“enter any character”);
    a=getche();//will display character and no need to press enter for next printf statement
    printf(“value of entered character is %c”,a);
    getch();
}
```

3. getch()

This function is used to enter single character from a user.

So getch() function read a character from input buffer and returns the ASCII value of the character. The syntax of getch() is as follow:

character_variable=getch();

ex. char c;

c=getch()

a value will be entered by user and at first it will be stored inside a getch() function and after using assignment operator a value will be assign to variable c.

once a value is entered means a key is pressed by user its value will not be displayed on console window means it will not echo input, then without pressing “enter” key its following statement will be executed.

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

```

void main()
{
    char a;
    clrscr();
    printf("enter any character");
    a=getch();//will not display character and no need to press enter for next printf statement
    printf("value of entered character is  %c",a);
    getch();
}

```

4. what is putchar() function ?

putchar function is character output function. This function is used to display a value of character on output screen but at a time only one character , single character will be displayed.

We can not display multiple character as we can display using printf() function.

Syntax of putchar() function is as follow.

putchar(variable name);

here putchar() function takes variable name as an argument. So we need to pass a variable name whose value we want to print.

Ex. char a='a';

putchar(a);// will display a value of character a that is A

```

#include<stdio.h>
#include<conio.h>
void main()
{
    char a;
    clrscr();
    printf("enter any character");
    a=getchar();//will display character and need to press enter for next printf statement
    printf("value of entered character is  ");
    putchar(a);
    getch();
}

```