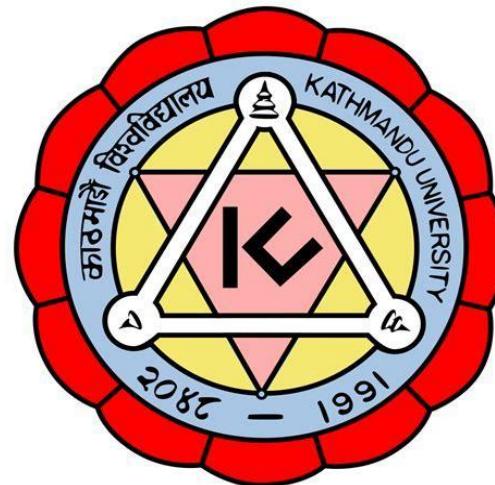


# KATHMANDU UNIVERSITY SCHOOL OF MANAGEMENT

BBIS  
COM 102 : 3 Credit Hours



## 5. Writing a Program in C

# Outlines

- Simple Program
- Input Statement
- Output Statement
- Features of stdio.h

# Data input and Output

- How to display information on-screen with the printf(), putchar() and puts() library functions?
- How to format the information that is displayed on-screen?
- How to read data from the keyboard with the scanf() library function?
- A program without any input or output has no meaning.
  - **Input --> Process --> Output**

# Displaying Information On-Screen

- We want most of ours programs to **display information on-screen**.
- The two most frequently used ways to do this are with C's library functions i.e, **printf()** and **puts()**.
- C programming language provides many built-in functions to read any given input and to display data on screen when there is a need to output the result.
- All these built-in functions are **present in C header files**, we will also specify the name of header files in which a particular function is defined while discussing about it.
- The **stdio.h** or standard input output library in C that has methods for input and output.

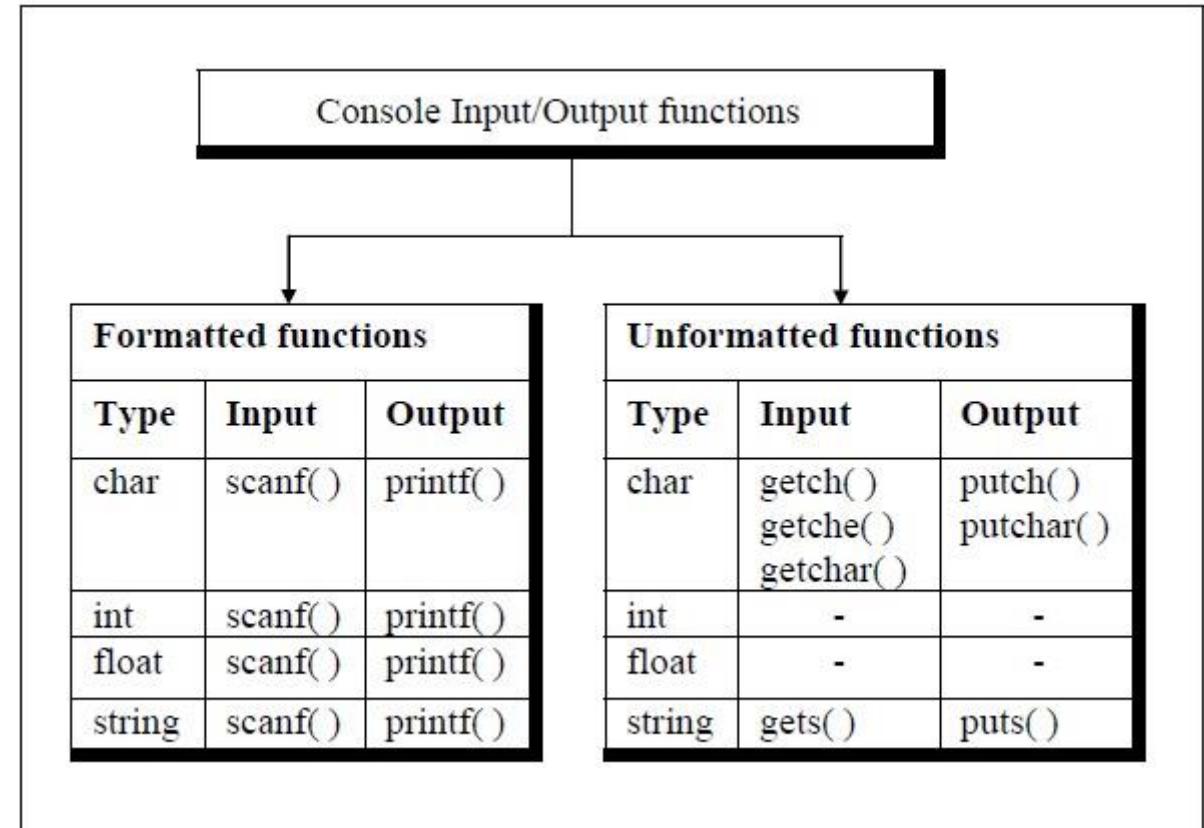
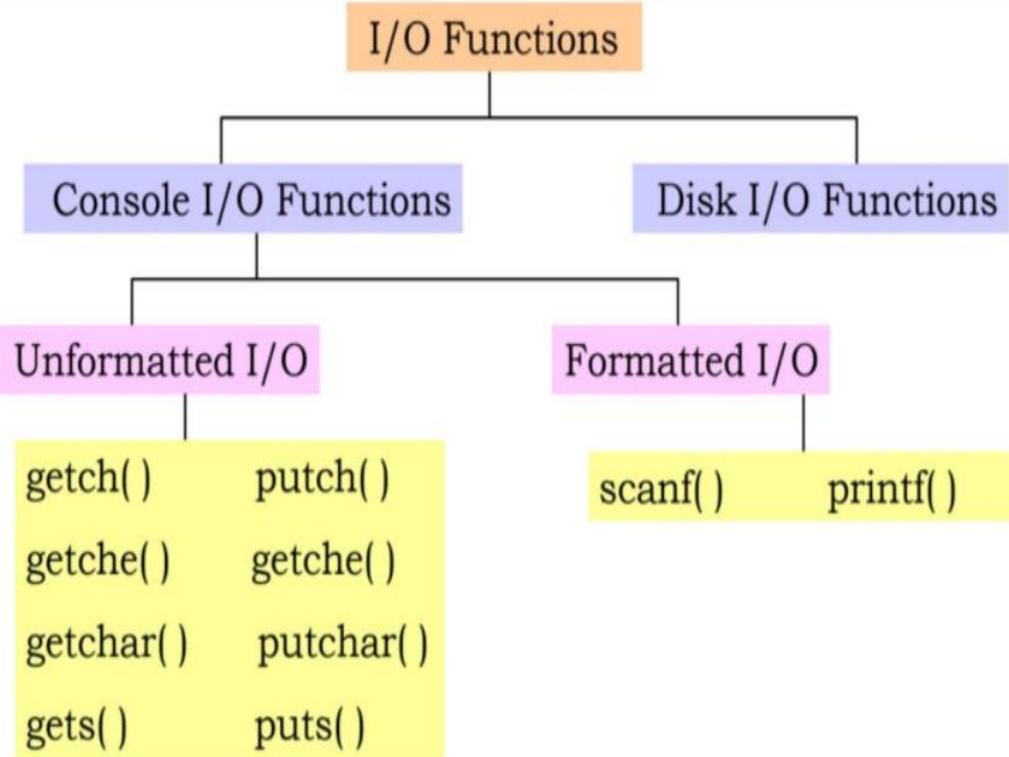


Figure 1: Types of I/O functions

# Formatted Input and Output Functions

- Formatted input and output functions allow the input to be read from the keyboard or the output to be displayed on screen.
- These i/o can be formatted according to our requirements.
  - Input function: e.g. scanf()
  - Output function: e.g. printf()

# A Simple Program for Input and Output

```
#include<stdio.h>
void main()
{
// defining a variable
int i;
//displaying message on the screen asking the user to input a value
printf("Please enter a value...");
//reading the value entered by the user
scanf("%d", &i);
//displaying the number as output
printf( "\nYou entered: %d", i);
}
```

...

- We have earlier discussed the purpose of %d inside the scanf() or printf() functions.
- It is known as **format string** and this informs **the scanf() function**, what type of **input to expect** and
- in printf() it is used to give a heads up to the compiler, what type of output to expect.

Format String	Meaning
%d	Scan or print an integer as signed decimal number
%f	Scan or print a floating point number
%c	To scan or print a character
%s	To scan or print a character string. The scanning ends at whitespace.

..

- can also limit the number of digits or characters that can be input or output,
  - by adding a number with the format string specifier, like "%1d" or "%3s",
  - the first one means a **single numeric digit** and the **second one means 3 characters**,
  - hence if you try to input 42, while scanf() has "%1d", it will take only 4 as input. Same is the case for output.

Consider the following type of data:

- 50, 13.45, Ram
- int, float, char variables

This is possible using the scanf() function.

- scanf stands for **scan formatted**.
- The built-in function scanf() can be used to enter input data into the computer from a standard input device.

# Syntax: scanf()

The general form of scanf is,

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

- control string format in which data is to be entered.
- arg1,arg2... location where the data is stored preceded by ampersand (`&`)

The control string consists of individual groups of data formats, with one group for each input data item.

- Each data format must begin with a percentage sign.

General form of control string:

**[whitespace character][ordinary character] %[field width] conversion character**

- Whitespace characters [optional]
- Ordinary characters [Optional]
- Field width [Optional]

# Input/output program: whitespace character

```
// scanf simple example
#include<stdio.h>
void main()
{
    int n1;
    char ch;
    printf("Enter a number: ");
    scanf("%d%c",&n1,&ch);
    printf("Enter a character: ");
    scanf("%c",&ch);
    printf("\n Number: %d \t Character: %c",n1,ch);
}
```

## Input/Output Program: Ordinary characters

```
// Ordinary characters
#include<stdio.h>
void main()
{
    int day, year, month;
    printf("enter day month year in DD-MM-YYYY format");
    scanf("%d-%d-%d",&day,&month,&year);
    printf("The entered date is: %d - %d - %d",day,month,year );
}
```

## Input/Output Program: Field width

```
//Field width example
#include<stdio.h>
void main()
{
    int d;
    printf("Enter Max 5 numbers");
    scanf("%5d",&d);
    printf("Entered Numbers: %d",d);
}
```

## Input/output program: String

```
//Input String
#include<stdio.h>
void main()
{
    char string[10];
    printf("Enter Your Name");
    scanf("%s",string);
    printf("Your Name is %s", string);
}
```

# Classwork ...

- WAP to ask the birthdate of your friend in the format YYYY/MM/DD and display it in the screen

# More on Scanf()

- **%[character]**
  - only characters specified within the brackets are allowed in the input string.
- **%[^character]**
  - the character specified after the caret are not allowed

```
#include<stdio.h>
void main()
{
char string[10];
printf("Enter Your Name in uppercase:");
scanf("%[A-Z]",string);
printf("Your Name is %s",string);
}
```

```
#include<stdio.h>
void main()
{
char string[10];
printf("Enter Your Name:");
scanf("%[^\\n]",string);
printf("Your Name is %s",string);
}
```

# Formatted Output: printf() ...

- Formatted output refers to the output of data that has been arranged in a particular format.
- printf() is a built in function which is used to output data from the computer onto a standard device i.e. screen
- General form:
  - `printf("control string", arg1,arg2,.....,arg n)`

The control string consists of four types of items:

- characters that will be printed on the screen as they appear.
- format specifications that define the output format for display of each item
- escape sequence characters such as \n, \t etc.
- any combination of characters, format specifications and escape sequences.

# printf() ...

The control string has the form: **%[flag] [field width][.precision] conversion character**

## **Flags [optional]**

“ – ” indicates data item to be left-justified

“+” indicates a positive or negative sign to precede

“0” indicates leading 0’s to appear instead of leading blanks

## **Field width[optional]**

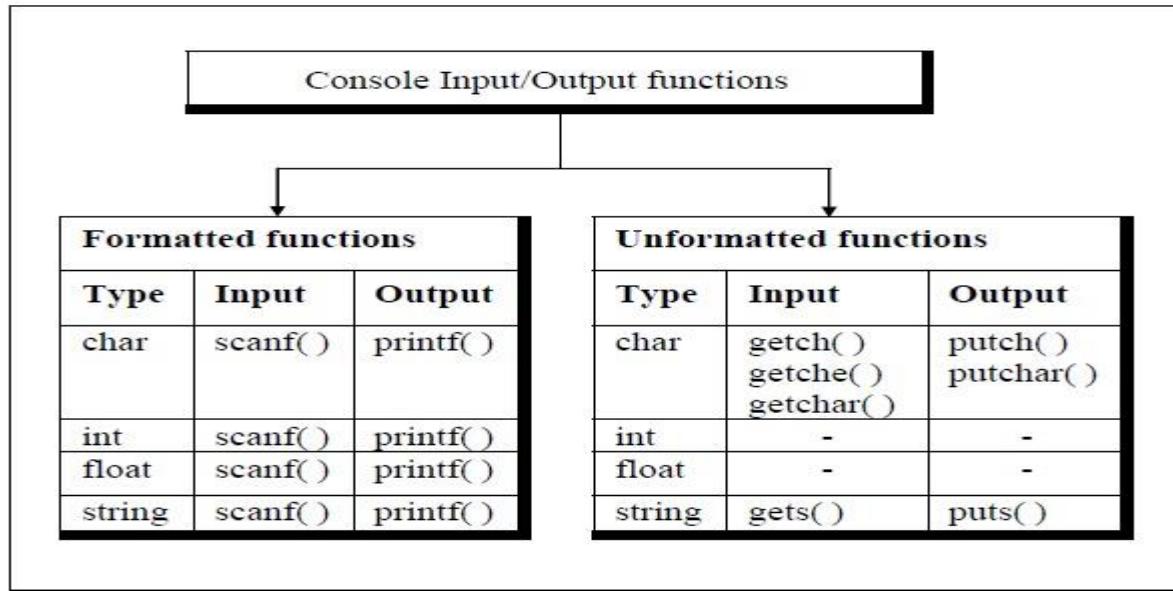
– Same as before

## **Precision [optional]**

– The operation of precision field depends on the type of conversion. It must start with a period (.).

# Unformatted i/o Functions

- Doesn't allow user to read or display data in desired format.
- These library functions basically deals with a single character or a string of characters.
- The functions `getchar()`, `putchar()`, `gets()`,`puts()`,`getch()`,`getche()`,`putch()` are considered as unformatted functions.



# getchar()

- Reads a **character** from a standard input device.
- It takes the form:

**character\_variable = getchar();**

- **character\_variable** is a valid C `char` type variable.
- Since `getchar()` is used on the right hand side of an assignment statement, the character value of `getchar` is in turn assigned to the variable name on the left.

e.g. `char name;`

```
name = getchar();
```

When this statement is encountered, the computer waits until a key is pressed and then assigns this character to `character_variable`.

# putchar()

- Displays **a character** to the standard output device.
- It takes the form:
  - `putchar(character_variable);`
- where **character\_variable** is a `char` type variable containing a character

Program: `getchar() ... putchar()`

```
#include<stdio.h>
void main()
{
    char gender;
    printf("Enter gender M or F: ");
    gender=getchar();
    printf("Your Gender is: ");
    putchar(gender);
}
```

# Classwork...

- Write a program to ask the initial of your friend's name and print it in the screen using unformatted i/o functions.

# getch() and getche()

- Reads single character the instant it is typed without waiting for the enter key to be hit.
- getch() doesn't print the character entered.
- getche() displays the character when entered.
- **General form**

```
character_variable=getch();  
character_variable=getche();
```

- In both functions, the character typed is assigned to the char type variable character\_variable.

# putch()

- The function putch() prints a character onto the screen.
- **General form**

`putch(character_variable);`

- character variable is a char type.

NOTE: These three functions: getch(), getche() and putch() are defined under the standard library functions conio.h header file which is mostly used by MS-DOS compilers like Turbo C.

# Program: getch()... getche() ... putch()

```
#include<stdio.h>
#include<conio.h>
void main()
{
    char ch1, ch2;

    printf("Enter 1st character: ");
    ch1=getch();

    printf("\n Enter 2nd character");
    ch2=getche();

    printf("\n first character: ");
    putch(ch1);

    printf("\n Second character: ");
    putch(ch2);
}
```

# gets() ... puts()

## gets()

- Used to read string of text, containing whitespaces, until a new line character is encountered.
- **General form**

`gets(string_variable);`

## puts()

- Used to display the string onto the terminal
- **General form:**

`puts(string_variable);`

# Program: gets() ... puts()

```
#include<stdio.h>
void main() {
    char name[20];
    printf("Enter your name:");
    gets(name);
    printf("Your Name is: ");
    puts(name);
}
```

## Difference between scanf() and gets()

The main difference between these two functions is that scanf() stops reading characters when it encounters a space, but gets() reads space as character too.

# Classwork

Write a program to get a sentence as an user input and print it in the screen using gets() and puts() functions.

Any Queries???