### Last updated 7/8/21

#### Embedded Systems typically do not read user input

- We introduce reading from the console for 3 reasons
  - For debugging our code
  - To practice our programming (so we can see what's happening)
  - To prepare for general programming situations

C has very powerful I/O capabilities

Accessed by including the standard I/O library

#include <stdio.h>

Remember the < brackets > are used when accessing standard library elements

Reading a variable is relatively simple

command:	scanf()
format:	"%type", &variable

the & indicates a pointer is being used

type:  $i \rightarrow int, f \rightarrow float, c \rightarrow char$ 

```
Examples:
```

int ave;

scanf("%i", &ave); //reads from the keyboard and stores the value in ave
float foo;

scanf("%f", &foo); //reads from the keyboard and stores the value in foo
char initial;

scanf(" %c", &initial); //reads from the keyboard and stores the value in initial // note the space before %c

 Each variable in a single scanf statement needs its own format descriptor

int count; float ave; char month;

printf("Enter an int for count, float for ave and character for month"); scanf("%i %f %c", &count, &ave, &month);

Using scanf() with characters can be tricky

• Spaces, characters, tabs, newlines are characters

scanf("%c %c", &foo, &boo); expects an input like a b

Placing a space before the % causes it to ignore any "whitespace" characters (space, tab, newline)

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