

Re: Wierd output instead of 0s and 1s

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2004-03/0058.html

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Sathyaish <VisualBasicLearner@yahoo.com> scribbled the following:

> *A practice exercise from K&R. Kindly read the comments within the
> program. I'd be very grateful to people who helped. Why is it that I
> get the wierd face-like characters on the screen instead of the
> boolean output 0s or 1s?*

Because 0 and 1 are not the same thing as '0' and '1'. Your program is printing the characters whose character code is 0 and 1, not the characters '0' and '1' themselves.

> *#include <stdio.h>*

> */*This program is made to check that leaving the brackets around the
> expression (c=getchar()) in
> the statement while ((c=getchar()) !=EOF) produces a boolean output in
> C which would either be
> 0 (false) or 1 (true). This would happen because the relational
> operator != has precedence over the assignment
> operator =.
> */*

> *void main()*

Non-standard form of main(). Better would be int main(void).

> *{*

> *int c;*

> *while (c=getchar() != EOF) putchar(c);*

> */* Surprisingly, it doesn't produce zeros while I type; rather it
> produces some wierd characters that look
> half like zeros and half like smileys. And doing a Ctrl+Z, which I
> thought was the substitute for EOF does
> not produce a 1 (true value) */*

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Note that if `c==EOF`, the `putchar(c)` is never called, so your program will never print a 1 (true value) for any input.

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> }
```

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--  
/-- Jona Palaste (palaste@cc.helsinki.fi) ----- Finland -----\  
\-- http://www.helsinki.fi/~palaste ----- rules! -----/  
"War! Huh! Good God, y'all! What is it good for? We asked Mayor Quimby."  
- Kent Brockman
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