After the format string is a comma and then jerk. The jerk is a string variable whose contents replace the %s in printf()'s output.

- You can specify any number of conversion characters in printf()'s format string. Each conversion character, however, must have a corresponding variable; three %s characters would require three string variables.
- Yeah, this works like fill-in-the-blanks; the % conversion characters are the blanks.
- You can specify both strings of text and numbers by using the proper conversion characters, as described in the next section.
- Refer to Figure 4-2, in Chapter 4, for an illustration of how the conversion characters work with variables in a printf() statement.

The printf() Conversion Characters

Table 24-2 lists all the printf() conversion characters in the known universe — even those you haven't seen before and some you may never see again.

Table 24-2 The printf() Conversion Characters

Conversion Character	*Displays Argument (Variable's Contents) As*
%c	Single character
%d	Signed decimal integer (int)
%e	Signed floating-point value in E notation
%f	Signed floating-point value (float)
%g	Signed value in %e or %f format, whichever is shorter
%i	Signed decimal integer (int)
%o	Unsigned octal (base 8) integer (int)
%s	String of text
%u	Unsigned decimal integer (int)
%x	Unsigned hexadecimal (base 16) integer (int)