

Feel free to make the preceding modifications to your INSULT3.C program in your editor. Save the changes to disk as INSULT4.C. Compile. Run.

```
Name some jerk you know:
David
Yeah, I think
David
is a jerk, too.
```

The output looks funky, like one of those “you may be the first person on your block” sweepstakes junk mailers. But the program works the way it was intended.



- ✓ Rather than replace `printf()` with `puts()`, you have to rethink your program’s strategy. For one, `puts()` automatically sticks a newline on the end of a string it displays. No more strings ending in `\n`! Second, `puts()` can display only one string variable at a time, all by itself, on its own line. And, last, the next bit of code shows the program the way it should be written by using only `puts()` and `gets()`.
- ✓ You must first “declare” a string variable in your program by using the `char` keyword. Then you must stick something in the variable, which you can do by using the `scanf()` or `gets` function. Only then does displaying the variable’s contents by using `puts()` make any sense.
- ✓ Do not use `puts()` with a nonstring variable. The output is weird. (See Chapter 8 for the lowdown on variables.)

When to use puts() When to use printf()

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| <ul style="list-style-type: none"> ✓ Use <code>puts()</code> to display a single line of text — nothing fancy. ✓ Use <code>puts()</code> to display the contents of a string variable on a line by itself. ✓ Use <code>printf()</code> to display the contents of a variable nestled in the middle of another string. | <ul style="list-style-type: none"> ✓ Use <code>printf()</code> to display the contents of more than one variable at a time. ✓ Use <code>printf()</code> when you don’t want the newline (Enter) character to be displayed after every line, such as when you’re prompting for input. ✓ Use <code>printf()</code> when fancy formatted output is required. |
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