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Java Input

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Basic Java Imports

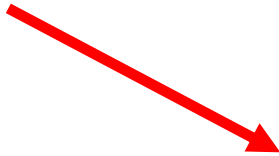
Scanner Imports

```
import java.util.Scanner;
```

Try to be as specific as possible when using an import.

Scanner Creation

reference variable



```
Scanner keyboard =  
    new Scanner(System.in);
```



object instantiation

Scanner Methods

Scanner

frequently used methods

Name	Use
<code>nextInt()</code>	returns the next int value
<code>nextDouble()</code>	returns the next double value
<code>nextFloat()</code>	returns the next float value
<code>nextLong()</code>	returns the next long value
<code>nextByte()</code>	returns the next byte value
<code>nextShort()</code>	returns the next short value
<code>next()</code>	returns the next one word String
<code>nextLine()</code>	returns the next multi word String

```
import java.util.Scanner;
```

Integer Input

Reading in Integers

```
Scanner keyboard =  
    new Scanner(System.in);
```

```
out.print("Enter an integer :: ");  
int num = keyboard.nextInt();
```



Reading in Integers

```
out.print("Enter an integer :: ");  
int num = keyboard.nextInt();  
out.println(num);
```

INPUT

931

OUTPUT

Enter an integer :: 931
931



Reading in Integers

reference variable



```
int num = keyboard.nextInt();
```



method call

Reading in data

```
out.print("Enter an integer :: ");
```

Prompts are used to tell the user what you want.

int_input.java

Double Input

Reading in Doubles

Scanner keyboard =

```
new Scanner(System.in);
```

```
out.print("Enter a double :: ");
```

```
double num = keyboard.nextDouble();
```



Reading in Doubles

```
out.print("Enter a double :: ");  
double num = keyboard.nextDouble();  
out.println(num);
```

INPUT

34.33

OUTPUT

Enter a double :: 34.33

34.33



Reading in Doubles

reference variable

```
double num = keyboard.nextDouble();
```

method call

double_input.java

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String Input

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Reading in Strings

```
Scanner keyboard =  
    new Scanner(System.in);
```

```
out.print("Enter a string :: ");  
String word = keyboard.next();
```

Reading in Strings

```
out.print("Enter a string :: ");  
String word = keyboard.next();  
out.println(word);
```

INPUT

I love java.

OUTPUT

Enter a string :: I love java.

I

Reading in Lines

```
Scanner keyboard =  
    new Scanner(System.in);  
  
out.print("Enter a sentence :: ");  
String sentence = keyboard.nextLine();
```



Reading in Lines

```
out.print("Enter a line :: ");  
String line = keyboard.nextLine();  
out.println(line);
```

INPUT

I love java.

OUTPUT

**Enter a line :: I love java.
I love java.**

string_input.java

Input Issues

nextLine() issues

```
out.print("Enter an integer :: ");  
int num = keyboard.nextInt();  
out.print("Enter a sentence :: ");  
String sentence = keyboard.nextLine();  
out.println(num + " " + sentence);
```

OUTPUT

Enter an integer :: 34
Enter a sentence :: 34

INPUT

34
picks up \n

nextLine() picks up whitespace.

nextLine() issues

```
out.print("Enter an integer :: ");
int num = keyboard.nextInt();
keyboard.nextLine(); //pick up whitespace
out.print("Enter a sentence :: ");
String sentence = keyboard.nextLine();
out.println(num + " " + sentence);
```

OUTPUT

Enter an integer :: 34
Enter a sentence :: picks up \n
34 picks up \n

INPUT

34
picks up \n

nextLine() picks up whitespace.

input_issues.java

Multiple Inputs

INPUT

1 2 3 4 5

```
Scanner keyboard =  
    new Scanner(System.in);
```

```
out.println(keyboard.nextInt());  
out.println(keyboard.nextInt());  
out.println(keyboard.nextInt());
```

OUTPUT

1
2
3

multi_input.java

**Crank
some
Code!**

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