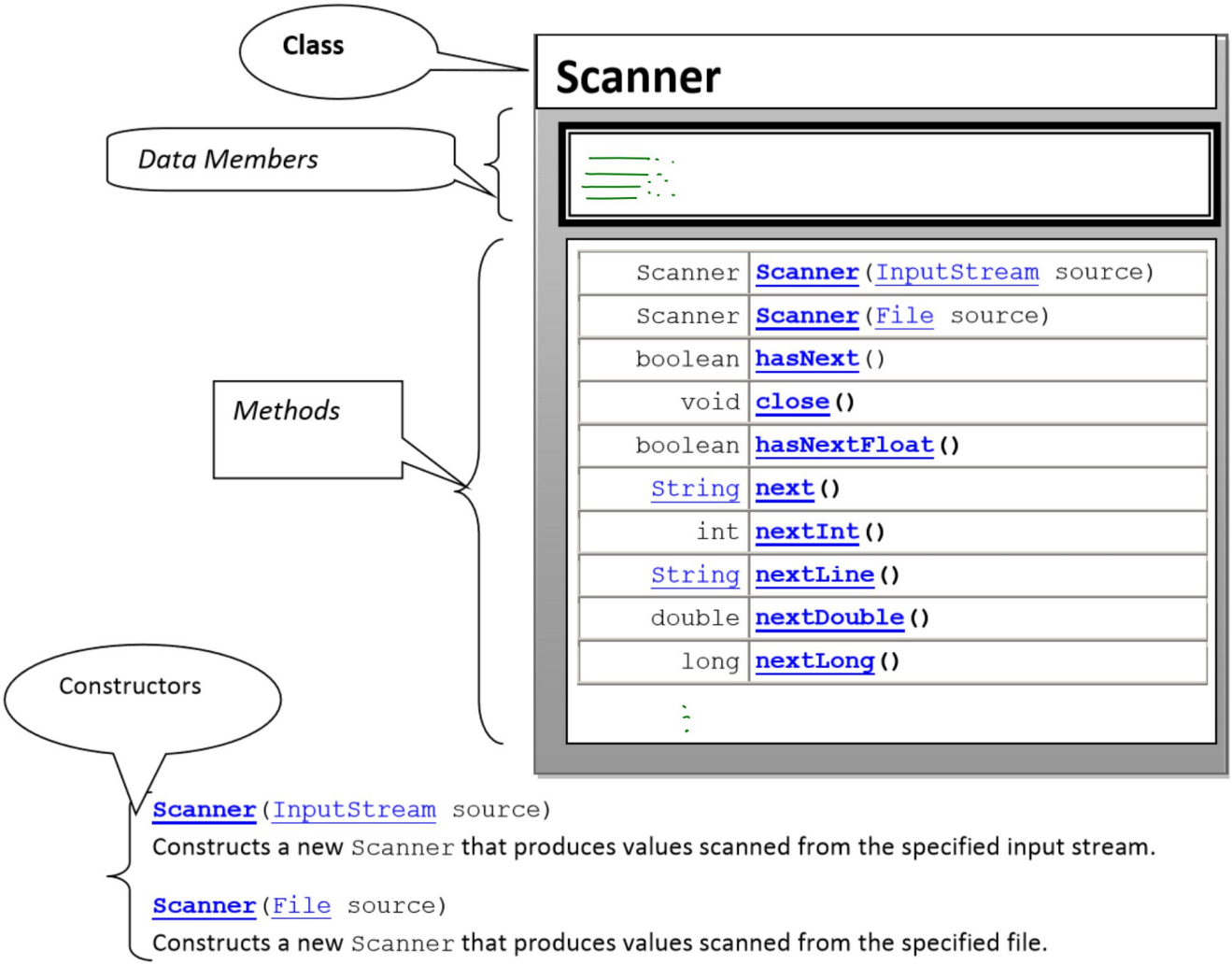


| | |
|---|---|
| boolean | **hasNext**()<br>Returns true if this scanner has another token in its input. |
| void | **close**()<br>**Closes this scanner.** |
| boolean | **hasNextFloat**()<br>**Returns true if the next token in this scanner's input can be interpreted as a float value using the nextFloat() method.** |
| String | **next**()<br>**Finds and returns the next complete token from this scanner.** |
| int | **nextInt**()<br>**Scans the next token of the input as an int.** |
| String | **nextLine**()<br>**Advances this scanner past the current line and returns the input that was skipped.** |
| double | **nextDouble**()<br>**Scans the next token of the input as a double.** |
| long | **nextLong**()<br>**Scans the next token of the input as a long.** |

# Scanner Class

**Purpose:** Get input [from keyboard, from File, ...]

In order to get input you need access to input stream of the computer → "System.in"
↳ This will be the input for the Scanner.

Q: How can I use Scanner class in my program.

1. Import this class into your program.

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

This should be first line of code in your program, (outside the class body).

2. Create an object of type Scanner. We will use this object to read input.

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

- `Scanner` → class Scanner
- `scn` → This is an object of type Scanner
- `new` → is a keyword
- `Scanner(System.in)` → Is a method, has same name as the class. Method with the same name as the class is called a Constructor. This method is responsible for setting up or creating an object of the class.
- `System.in` → Is the input for the Scanner Constructor.

3. Prompt user to input information of correct type.

```
System.out.println("Please input a number:");
```

4. Recieve input in a variable of corresponding type.

```
double value = scn.nextDouble();
```

Read next piece of information of type double, that will be inputted on the keyboard.

5. Close Scanner.

```
scn.close();
```