



Scanner class

Scanner Creation/Declaration

- Scanner is a class which must be instantiated before it can be used.
- **System.in** is the parameter passed to the Scanner constructor so that Java will know to connect the new Scanner to the keyboard.

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

This declares a variable named keyboard. The variable can reference an object of the scanner class.

This creates a Scanner object in memory. The object will read input from System.in

Scanner Class

- Scanner class is one of the class of Java which provides the methods to get inputs.
- Scanner class is present in `java.util` package so we have to import this package in our program.

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

keyword

package

class

Scanner Methods

Method Name	Description
<code>nextByte()</code>	Returns input as a byte
<code>nextShort()</code>	Returns input as a short
<code>nextInt()</code>	Returns input as an int
<code>nextLong()</code>	Returns input as a long
<code>nextBoolean()</code>	Returns input as a boolean
<code>nextFloat()</code>	Returns input as a float
<code>nextDouble()</code>	Returns input as a double
<code>next()</code>	Returns input(single word) as a String

Reading User Inputs

```
// 1. Create a Scanner using the InputStream available.  
Scanner scanner = new Scanner( System.in );  
  
// 2. Don't forget to prompt the user  
System.out.print( "Type some data for the program: " );  
  
// 3. Use the Scanner to read a line of text from the user.  
String input = scanner.nextLine();  
  
// 4. Now, you can do anything with the input string that you need to.  
// Like, output it to the user.  
System.out.println( "input = " + input );
```

Task

1. Write a program that calculates the sum of numbers entered by the user until user enters a negative number.
2. Write a program that calculates the sum of maximum of 5 positive numbers entered by the user. If the user enters negative number or zero, it is skipped from calculation.