

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);
```

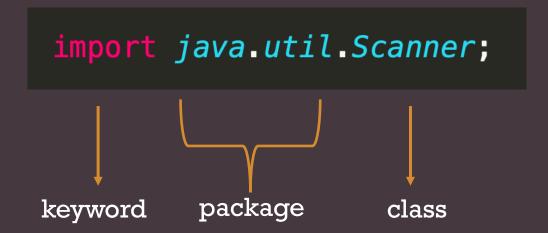
This declares a variable named keyboard. The variable can reference an object of the scanner class.

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.





Scanner Methods

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



Reading User Inputs

```
// 1. Create a Scanner using the InputStream available.
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.

