# User Input

In this lesson, students will learn how to receive user input with the Scanner class in Java. After creating a new Scanner object, they will learn the commands below that will allow them to take in data from the user.

String name = input.nextLine();

int number = input.nextInt();

double decimal = input.nextDouble();

## Objective

Students will be able to:

* import and initialize a new Scanner to take in user input
* create variables that take the assigned value of the user input.
* choose the correct command that will allow the program to receive the input value that corresponds with its desired data type

## Enduring Understandings

This lesson builds toward the following Enduring Understandings (EUs) and Learning Objectives (LOs). Students should understand that…

* EU (Var-1) To find specific solutions to generalizable problems, programmers include variables in their code so that the same algorithm runs using different input values. (LOs 1.A, 1.B)