I have learned several important keys that include:

1. How create an object from a specific class. For example: this statement causes create an object called toyObject of class Toy. Toy toyObject = **new** Toy();
2. How to use methods that already defined in class with using an object that we created. For example: toyObject.setToy(toyChoice); It causes to use setToy() method that already defined in Toy class
3. For using Random class we should create an object of Random class like this: Random rand = **new** Random();
4. Also, for using Random class in our program we should add this statement at the beginning of our code. **import** java.util.Random;
5. In addition, for creating random number that has five digits we should add this statement to our code. randomNumber = rand.nextInt( (10000-1000) + 1 )+10000;
6. Standard input device is keyboard. We can use System.in object to read keystrokes that have been typed at the keyboard. But System.in object reads input only as byte value. Because programmer need read other data types as input, we should use System.in object with an object of Scanner class. As a result, first, we create a Scanner object and connect it to the System.in object. Next, with use of new, that is one of the java’s keywords, we create an object in memory. Finally, the memory address of the object is assigned (by the = operator) to a variable that in our case its name is keyboard.

For example: Scanner keyboard = **new** Scanner (System.***in***);

1. If we want use of dialog box, we have to add this statement at the beginning of our code. **import** javax.swing.JOptionPane;
2. Also, if we want just to show a message in dialog box, we can use this statement JOptionPane.*show****Message****Dialog*(**null**, "Welcome to the Toy Company\n " + "to choose gifts for young children");
3. But whenever we want to show a message and also get an input from the user, we should change that statement like this and store the value in related variable. childName = JOptionPane.*show****Input****Dialog*("Enter the name of child");
4. Using do while loop