

# Taking Variable Value From User

In this lesson, an explanation of how to store a value in a variable by using input from the user through the keyboard is provided.

## We'll cover the following ^

- Taking user input
- Understanding the code
  - Line 1
  - Line 5
  - Line 8

## Taking user input #

Up to this point, we have only seen values assigned to variables by means of constants. Sometimes, we would like the user to input a value for a variable from the keyboard.

See the code given below!

**Note:** Press the **>\_STDIN** button & type your input before running the widget; otherwise, it'll give an error.

```
import java.util.Scanner;

class take_input {
    public static void main(String[] args) {
        Scanner scanner_one = new Scanner(System.in);

        System.out.println("Enter your name: ");
        String name = scanner_one.nextLine();
        System.out.println("Your name is: " + name);
    }
}
```



# Understanding the code #

One way to take keyboard input in Java is to use the Scanner class, which is used by first importing the class' definition as in line 1 and then by creating an object of this class as on line 5.

## Line 1 #

The first step is to import the Scanner class so that it can be used in the code below. The *Java* Scanner class is from [java.util](#) package. It is easy to use, but it must be imported for the class to work. The snippet below shows how to import the class.

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



The Scanner class allows the user to take input from the user through the keyboard. *Input* is when a message is received by the system from the user directly.

## Line 5 #

- We declare data type as **Scanner** and give it the following identifier **scanner\_one**
- Assign this to the expression `new Scanner(System.in)`
- This expression means that we want to create a new Scanner object which will take **input** from the user

## Line 8 #

- We declare a *variable* of data type **String** with the identifier **name**
- Assign this to the expression `scanner_one.nextLine()`
- This indicates that the Scanner created has a method called **nextLine()**
- This method takes **keyboard input** from the user until the user presses the **Enter** key

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In the next lesson, you will solve a simple challenge related to variables.