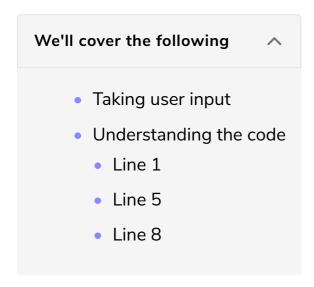
### Taking Variable Value From User

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.



# 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

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