

# Java Input

Mr. Neat  
Java

# Java Input

What is input?

# Java Input

What are some ways  
to input information into  
a program?

# Java Input

- input is difficult in java (that is why we haven't done it till now)
- there are many ways to do this
- need to use another class

list some classes we have used so far

# Java Input

- I have chosen to use the **EasyReader** class written by the Litvins (authors)

# Java Input

- How to use the EasyReader class:
  - declare an EasyReader variable
  - construct an EasyReader object
  - call an EasyReader method

# Java Input

// **declare** EasyReader object variable called mary

// mary could be any name

**EasyReader mary;**

// **construct** an EasyReader object in variable mary

**mary = new EasyReader();**

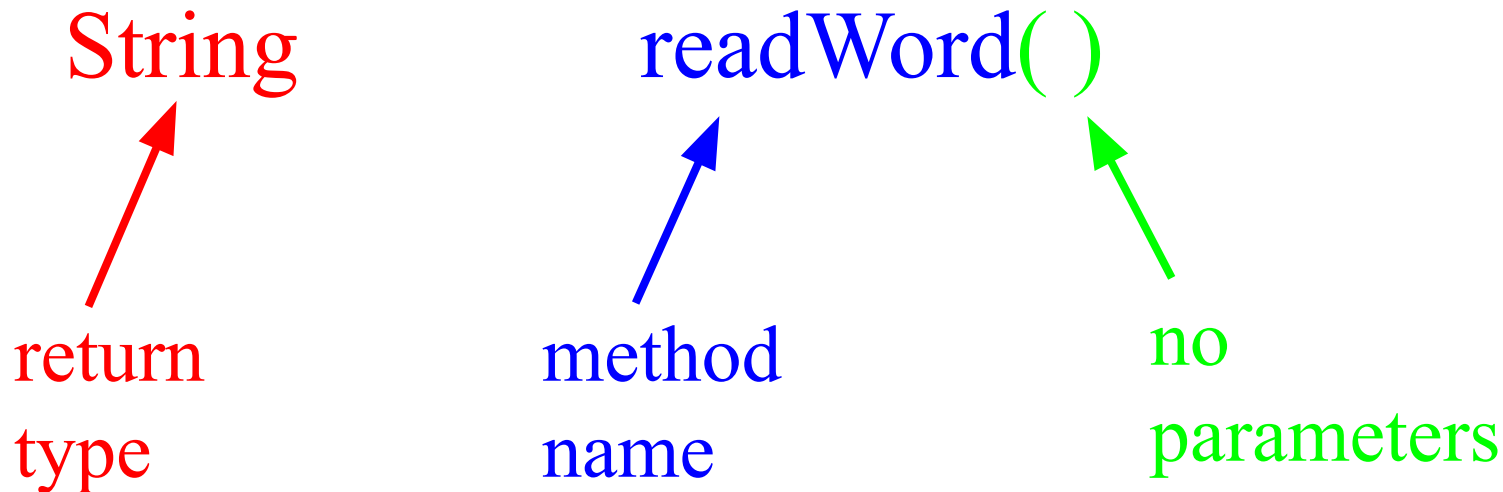
// call **method** on EasyReader object

**mary.readWord();**

# Java Input

Let's look at the EasyReader method `readWord()`

method definition:





# Java Input

Let's look at the EasyReader method readWord()

method use:

```
EasyReader fred_in = new EasyReader();  
String inValue = fred_in.readWord();  
System.out.println("The word read in is: " + inValue);
```

# Input

Other EasyReader methods.....  
(Go read at EasyReader.java)

- readDouble()
- readInt();
- readLine();
- readWord();

# Input

Note: Now there are TWO files with the .java extension in the example folder.

- 1) starter.java
- 2) EasyReader.java

# Input - Lab

Repeat the Happy Birthday Lab, but now you must let the user enter the name of the person having the bday.