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Java User Input (Scanner)

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Java User Input

The Scanner class is used to get user input, and it is found in the java.util package.

To use the Scanner class, create an object of the class and use any of the available methods found in the Scanner class documentation. In our example, we will use the nextLine() method, which is used to read Strings:

Example

```
import java.util.Scanner; // Import the Scanner class

class Main {
  public static void main(String[] args) {
    Scanner myObj = new Scanner(System.in); // Create a Scanner object
    System.out.println("Enter username");

    String userName = myObj.nextLine(); // Read user input
    System.out.println("Username is: " + userName); // Output user input
  }
}
```





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If you don't know what a package is, read our <u>Java Packages Tutorial</u>.

Input Types

In the example above, we used the nextLine() method, which is used to read Strings. To read other types, look at the table below:

Method	Description
nextBoolean()	Reads a boolean value from the user
nextByte()	Reads a byte value from the user
nextDouble()	Reads a double value from the user
nextFloat()	Reads a float value from the user
nextInt()	Reads a int value from the user
nextLine()	Reads a String value from the user
nextLong()	Reads a long value from the user
nextShort()	Reads a short value from the user

In the example below, we use different methods to read data of various types:

Example

```
import java.util.Scanner;
class Main {
  public static void main(String[] args) {
    Scanner myObj = new Scanner(System.in);
```





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```
// String input
String name = myObj.nextLine();

// Numerical input
int age = myObj.nextInt();
double salary = myObj.nextDouble();

// Output input by user
System.out.println("Name: " + name);
System.out.println("Age: " + age);
System.out.println("Salary: " + salary);
}
```

Run Example »

Note: If you enter wrong input (e.g. text in a numerical input), you will get an exception/error message (like "InputMismatchException").

You can read more about exceptions and how to handle errors in the Exceptions chapter.

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