

Data Input

Making code more dynamic

Data Input II – From Screen

- Use of either message boxes or Scanner objects
- Need to set up new Scanner Object
 - `Scanner s = new Scanner (System.in);`
 - Now you can assign s to any variable once taking input from screen

Data Input III

// Actual Code

```
Scanner s = new Scanner(System.in);
```

```
System.out.println("Input your first number");
```

```
int firstNo = s.nextInt();
```

```
System.out.println("Input your second number");
```

```
int secondNo = s.nextInt();
```

```
System.out.println("Your first # was " +firstNo+ " and your  
second was " +secondNo);
```

Data Input IV - Imports

- Once you type in Scanner, you will be prompted to add the import for Scanner library
- An import is a library that is not included in the default build
- You need to import it to include the functionality
 - Plenty of examples – ArrayLists uses an import

JOptionPane

- If the coder wishes to incorporate message / input dialog boxes, he/she would use a JOptionPane.
- Topic will be explored in later presentations
 - For now, Scanner will suffice

Links

- Data Input
 - http://pages.cs.wisc.edu/~hasti/cs368/JavaTutorial/NOTES/JavaIO_Scanner.html