Name: Gaurav Kishor Patil

Roll no:54 DIV: 2

Batch: C

Experiment No.2
Accepting Input Through Keyboard
Date of Performance:18/8/23
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Aim :- To apply basic programing for accepting input through keyboard.

Objective :- To use the facility of java to read data from the keyboard for any program.

Theory:- In java, there are three different ways for reading input from the user in the command line environment. The most preferred type of input is via the use of scanner class. The main purpose of the Scanner class is to parse primitive types and strings using regular expressions, however it is also can be used to read input from the user in the command line. Using scanner class, we can create an object to read input from the standard input channel "System.in".

Code:-

1.)

```
import java.util.Scanner;

class ScannerTest{

public static void main(String[] args){


Scanner myobject=new Scanner(System.in);

System.out.println("Enter username");


String username=myobject.nextLine();

System.out.println("Username is: "+username);


}


}
```

```
C:\Users\admin\Desktop>java scanner.java
Enter username
Gaurav
Username is: Gaurav
```

2)

```
import java.util.Scanner;

class ScannerTest{
public static void main(String[] args){

Scanner myobj=new Scanner(System.in);
System.out.println("Enter your name,age,salary:");

String name=myobj.nextLine();
int age= myobj.nextInt();
double salary= myobj.nextDouble();
System.out.println("Name is: "+name);
System.out.println("Age is: "+age);
System.out.println("Salary is: "+salary);

}

}
```

```
C:\Users\admin\Desktop>java multi.java
Enter your name,age,salary:
Gaurav
19
99999
Name is: Gaurav
Age is: 19
Salary is: 99999.0
```

3)

```
import java.util.Scanner;

class ScannerTest{

public static void main(String[] args){

Scanner sc=new Scanner(System.in);


String name=sc.nextLine();

int age= sc.nextInt();

char gender=sc.next().charAt(0);

double cgpa = sc.nextDouble();

long mobileNo=sc.nextLong();


System.out.println("Name is: "+name);

System.out.println("Age is: "+age);

System.out.println("Gender is: "+gender);

System.out.println("Mobile

No. is:

"+mobileNo);  System.out.p

rintln("CGPA is : "+cgpa);


}


}
```

```
C:\Users\admin\Desktop>java multi.java
Gaurav
16
M
8
999999999
Name is: Gaurav
Age is: 16
Gender is: M
Mobile No. is: 999999999
CGPA is : 8.0
```

4]

```
import java.util.Scanner;

class ScannerTest {


public static void main (String args[]) {

Scanner sc = new Scanner(System.in);

System.out.println("Hello! My name is Gaurav.");

System.out.println("I was created in 2003");

System.out.println("Please remind me your name:");

String name = sc.nextLine();

System.out.println("What a great name you have,"+name+"!");

System.out.println("Let me guess your age.");

System.out.println("Enter remainders of dividing your age by 3,5 & 7.");

int a = sc.nextInt();

int b = sc.nextInt();

int c = sc.nextInt();

int age;

for (age=1; age<150; age++) {

if ( age%3==a && age%5==b && age%7==c) {


System.out.println("Your age is : "+age+",that's a good time to start programming");

}

}
```

```
System.out.println("Lets test your programming knowledge.");

System.out.println("Why do we use methods?");

System.out.println("1. To repeat a statement multiple times."+"\n"+"2. To decompose a
program into several small  subroutines."+"\n"+"3. To determine the execution time of a
program."+"\n"+"4. To interrupt the execution of a  program.");

int ans=sc.nextInt();

for(int j=1;j>=1;j++) {

if(ans ==2) {

System.out.println("Correct answer!");

break;

}

else {

System.out.println("Please try again");

ans = sc.nextInt();

}


}

System.out.println("Congratulations,have a nice day!");

}

}
```

```
C:\Users\admin\Desktop>java multi.java
Hello my name is Gaurav
I was born in 2003
Please Remind me of your name:
Pranav
Hello: Pranav
Wow,I hope You have a wonderful day
Let me guess your age:
Enter the remainders of dividing your age by 3,5,7
0
3
4
 Your possible age:18
```

Conclusion:-

The Scanner class in Java provides a straightforward way to gather user input from the keyboard. By creating an instance of the Scanner class and using its methods, you can read various types of data that users provide. Some important methods of the Scanner class include nextInt() for reading integers, nextDouble() for reading
floating-point numbers, and nextLine() for reading strings. In conclusion, the Scanner class simplifies the process of taking input from the user via the keyboard, enhancing your Java programs' interactivity and versatility.