

JAVA PROGRAMMING COURSE

EXERCISE

DATA INPUT IN JAVA

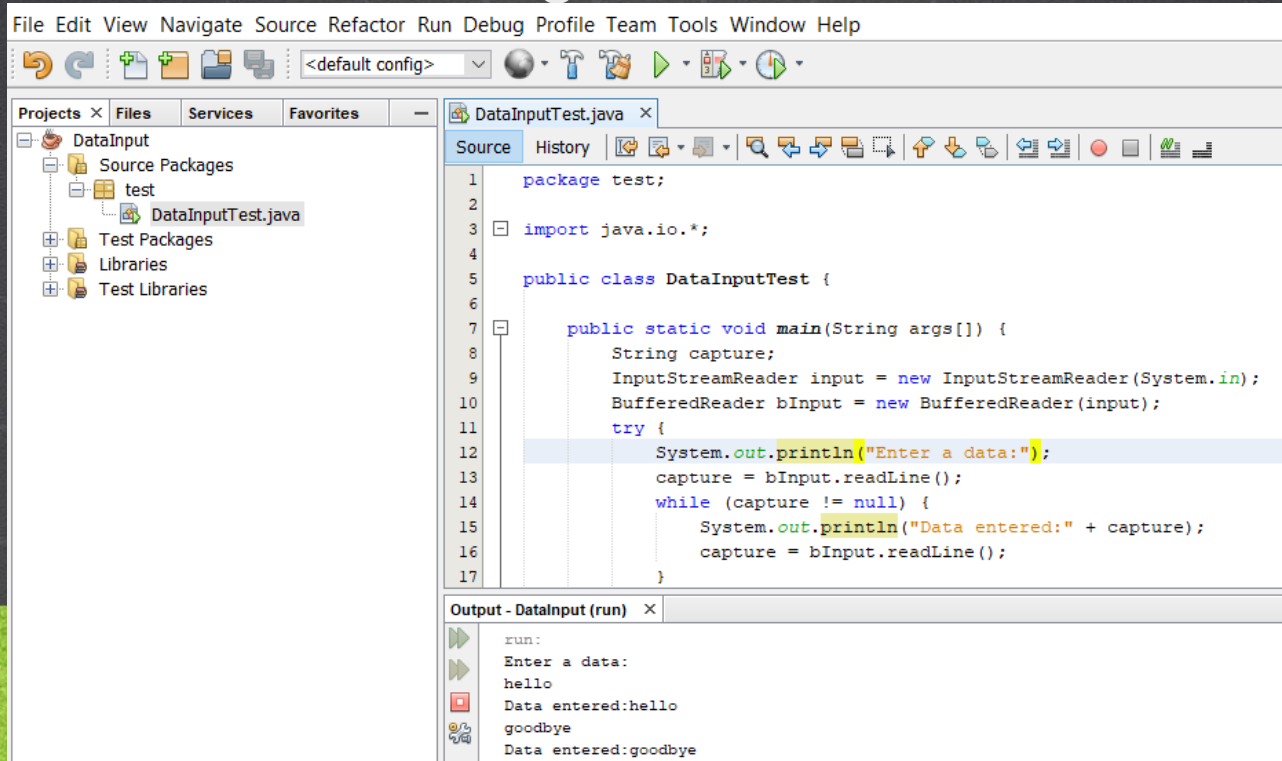


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EXERCISE OBJECTIVE

Implement the concept of data entry in Java. At the end we should observe the following:



The screenshot displays an IDE window with the following components:

- Menu Bar:** File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help.
- Toolbar:** Includes icons for undo, redo, save, and other development actions.
- Project Explorer (Left):** Shows a project named 'DataInput' with a 'test' package containing 'DataInputTest.java'.
- Source Editor (Center):** Displays the code for 'DataInputTest.java'.
- Output Console (Bottom):** Shows the execution results of the program.

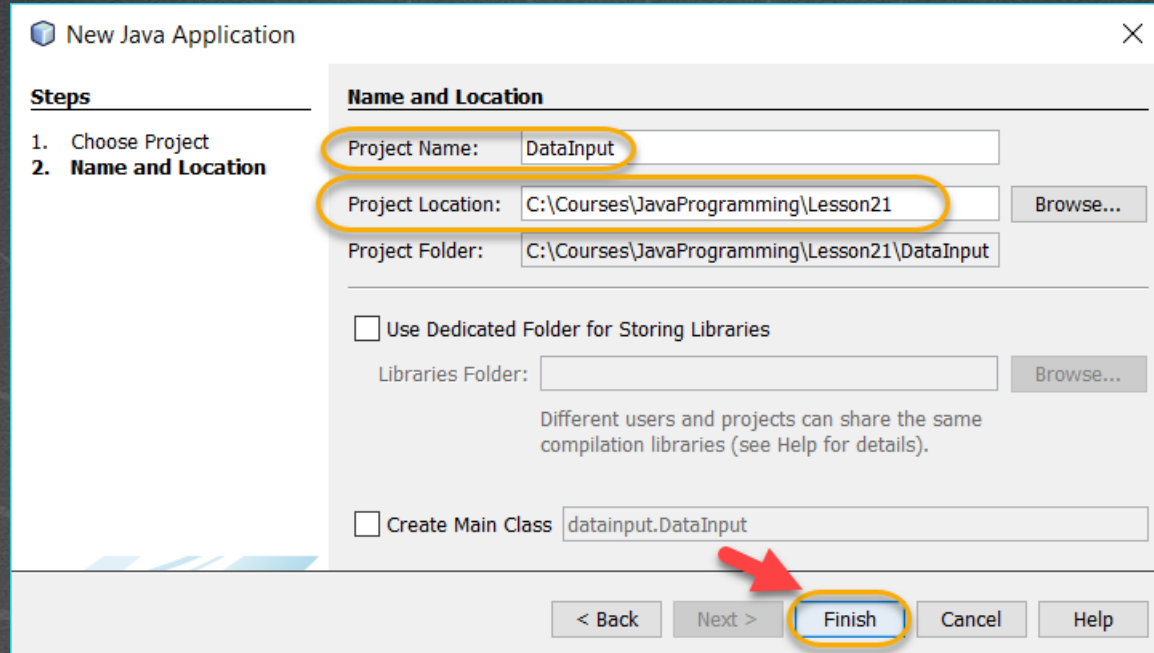
```
1 package test;
2
3 import java.io.*;
4
5 public class DataInputTest {
6
7     public static void main(String args[]) {
8         String capture;
9         InputStreamReader input = new InputStreamReader(System.in);
10        BufferedReader bInput = new BufferedReader(input);
11        try {
12            System.out.println("Enter a data:");
13            capture = bInput.readLine();
14            while (capture != null) {
15                System.out.println("Data entered:" + capture);
16                capture = bInput.readLine();
17            }
18        } catch (IOException e) {
19            e.printStackTrace();
20        }
21    }
22 }
```

Output - DataInput (run)

```
run:
Enter a data:
hello
Data entered:hello
goodbye
Data entered:goodbye
```

1. CREATE A NEW PROJECT

Create a new Project:



New Java Application

Steps

1. Choose Project
2. **Name and Location**

Name and Location

Project Name:

Project Location:

Project Folder:

☐ Use Dedicated Folder for Storing Libraries

Libraries Folder:

Different users and projects can share the same compilation libraries (see Help for details).

☐ Create Main Class

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2. CREATE A NEW CLASS

Create a new class:

New Java Class

Steps

1. Choose File Type
2. **Name and Location**

Name and Location

Class Name:

Project:

Location:

Package:

Created File:

< Back Next > **Finish** Cancel Help

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3. MODIFY THE CODE

DataInputTest.java:

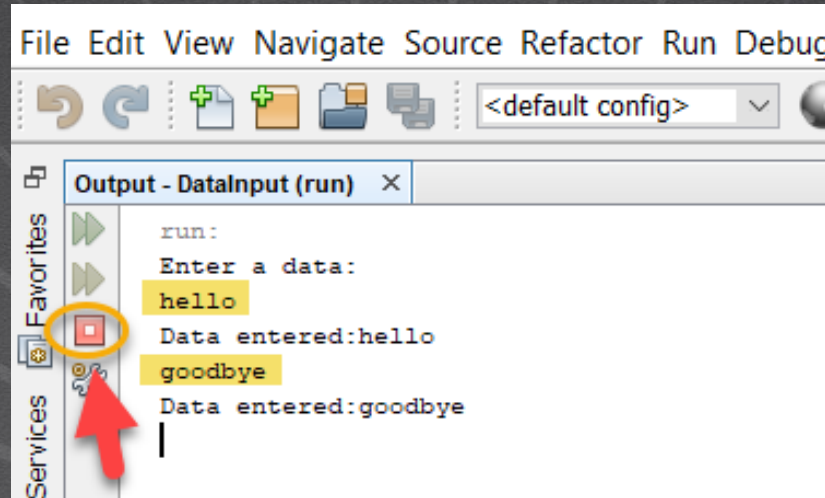
```
package test;
import java.io.*;

public class DataInputTest {

    public static void main(String args[]) {
        String capture;
        InputStreamReader input = new InputStreamReader(System.in);
        BufferedReader bInput = new BufferedReader(input);
        try {
            System.out.println("Enter a data:");
            capture = bInput.readLine();
            while (capture != null) {
                System.out.println("Data entered:" + capture);
                capture = bInput.readLine();
            }
        } catch (IOException e) {
            e.printStackTrace(System.out);
        }
    }
}
```

4. EXECUTE THE PROJECT

The result is as follows. The program will read the data that we introduce until we stop the Java process (red button).



EXERCISE CONCLUSION

- With this exercise we have put into practice the concept of data entry in Java.
- This is a very basic way of reading data, however it allows us to understand the use of Java Data Entry API classes.



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