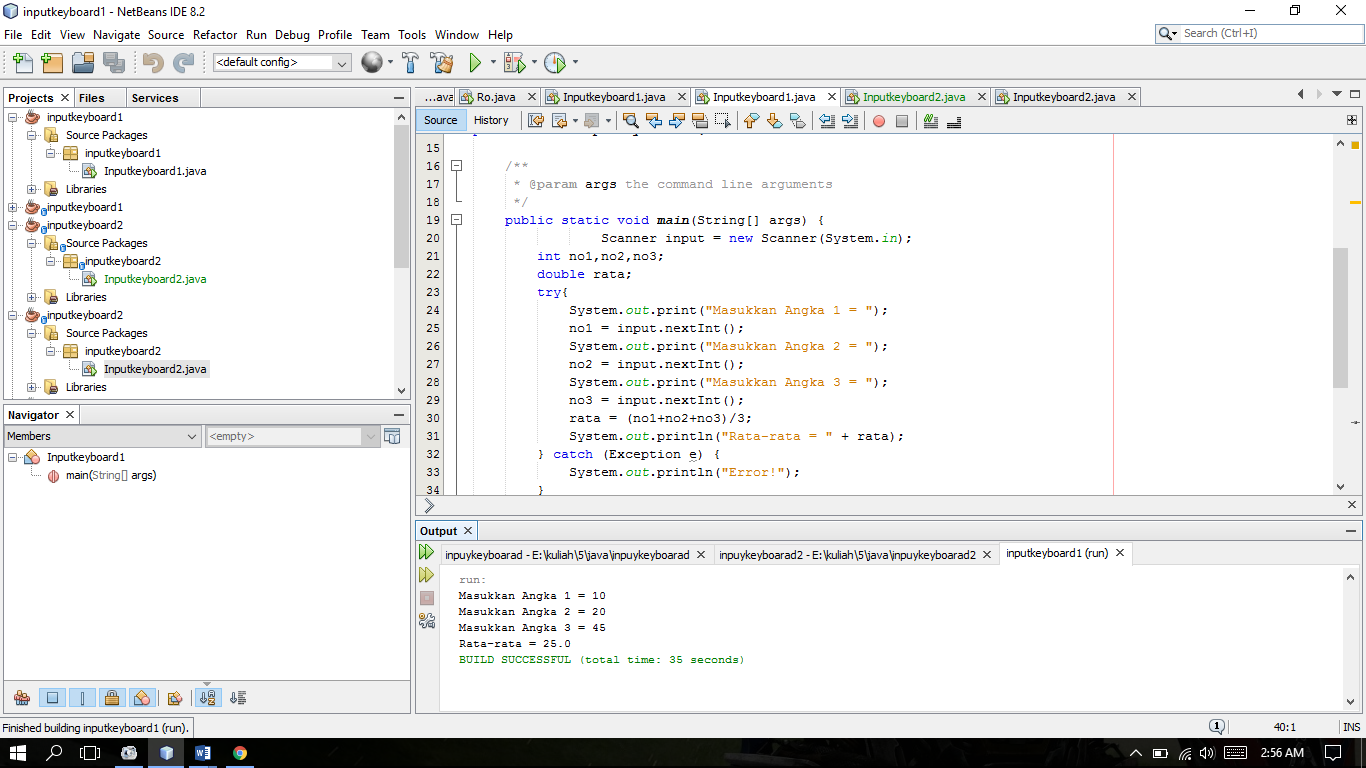
1. Input keyboard(scener)



1. Input keyboard(JOptionPane)

