

Scanner

```
import java.util.Scanner;
```

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

input is the variable name for the scanner.
System.in is the keyboard input device)

to read an integer:

```
int x = input.nextInt();
```

to read a double:

```
double d = input.nextDouble();
```

to read a string:

```
String x = input.next();
```

to read a character:

```
char c = input.next().charAt(0);
```