

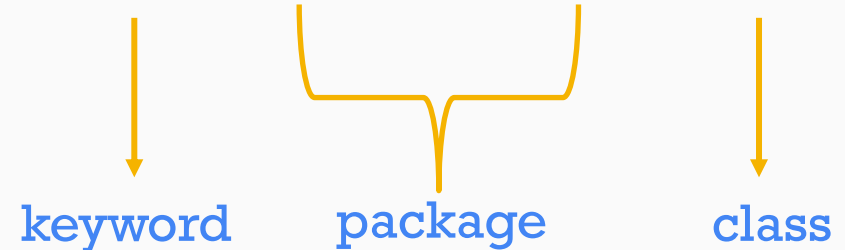
CYDEO

Scanner

Scanner Class

- Provides the methods to get inputs
- Presented in `java.util` package
- Need to be imported in our program

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



Scanner Creation/Declaration

- Must be instantiated before it can be used.
- The parameter `System.in` passed to the Scanner's constructor to connect the scanner to the keyboard

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

This declares a variable named keyboard. The variable can reference an object of the scanner class.

This creates a Scanner object in memory. The object will read input from System.in

Scanner Methods

Method Name	Description
<code>nextByte()</code>	Returns input as a byte
<code>nextShort()</code>	Returns input as a short
<code>nextInt()</code>	Returns input as an int
<code>nextLong()</code>	Returns input as a long
<code>nextFloat()</code>	Returns input as a float
<code>nextDouble()</code>	Returns input as a double
<code>nextBoolean()</code>	Returns input as a boolean
<code>next()</code>	Returns input as a String, reads the input only until a space
<code>nextLine()</code>	Returns input as a String, reads the entire input until the new line (press enter)