


Using the scanner class to get user input

The `Scanner` class is the most commonly used method to get keyboard input. It can be used to read various data types like `int`, `double`, `String`, etc.

Example use of scanner class 

```
import java.util.Scanner;

public class Main {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        System.out.print("Enter your name: ");
        String name = scanner.nextLine();

        System.out.print("Enter your age: ");
        int age = scanner.nextInt();

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

        scanner.close();
    }
}
```

Another example

```
import java.util.Scanner;

public class simplescanner {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        System.out.println("Enter numbers seperated by space: ");

        String input= scanner.nextLine();
        String[] parts = input.split(" ");

        int firstNum = Integer.parseInt(parts[0]);
        int SecondNum = Integer.parseInt(parts[1]);

        System.out.println("First Num is:" + firstNum);
        System.out.println("Second Num is:" + SecondNum);
        scanner.close();
    }
}
```

- `.nextLine()`: Reads a line of text (until the Enter key is pressed).
- `.nextInt()`: Reads an integer value.
- `.nextDouble()`: Reads a double value.