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Definitions:

Scanner: A Scanner is a class in java util Package used to get input of primitive types like int double etc.

Input Methods: Reads the Value of the corresponding datatype which is int or float etc.

Primitive Datatype: A Primitive datatype is used to store the corresponding datatype.

Algorithm:-

1. Create a Scanner class
2. Prompt the User to enter a float number
3. Read the float's input using `nextFloat()`.
4. Print the float value.
5. Prompt the user to enter an integer.
6. Read the user's integer input using `nextInt()`
7. Print the Integer Value.
8. Close the Scanner object.