## Scanner:

### Definitions:-

the Scanner class is a part of java.util Package and is used to obtain input of Primitive types like int, double, etc., and Strings. It allows the user to read input from various input sources, such as keyboard input files and Streams.

### Algorithm:-

1. Import the Scanner Class:

Import the Scanner class from java.util. Scanner package to read user input

2. Define the main class bdemo2:

Create the public class named bdemo2.

3. Define main method:

Inside the class, define the main method which serves as the entry point for the pgm.

4. Create a Scanner object:

Inside the main method, create a Scanner object named in to read input from the Standard input stream.

5. Prompt for input and read an integer:

Use the Scanner object to read an integer input from the user.

Print the integer value entered by the user.