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ROLL NO: 61

TITLE: IMPLEMENT A PROGRAM TO ACCEPT THE INPUT THE INPUT FROM THE USER

CODE:

```java
import java.util.Scanner;

class userInput
{
public static void main(String args[])
{
Scanner s=new Scanner (System.in);
System.out.println("Enter your name");

String str=s.nextLine();
System.out.println("My name is:"+ str);
}
}
```

OUTPUT:

```
C:\Users\saury\OneDrive\Desktop\my\java>javac userInput.java

C:\Users\saury\OneDrive\Desktop\my\java>java userInput.java
Enter your name
Saurabh
My name is:Saurabh

C:\Users\saury\OneDrive\Desktop\my\java>
```

2]BUFFERED READER

CODE:

```java
import java.io.FileReader;
import java.io.BufferedReader;
class main
{
public static void main(String args[])
{
```

```java
char[] array = new char[100];
 try
{
FileReader file = new FileReader("pokemon.txt");

BufferedReader input=new BufferedReader(file);

input.read(array);
System.out.println("data in the file:");
System.out.println(array);
input.close();
}
catch(Exception e)
{
e.getStackTrace();
}
}
}
```

OUTPUT:

```
C:\Users\saury\OneDrive\Desktop\my\java>javac BufferedReader.java

C:\Users\saury\OneDrive\Desktop\my\java>java BufferedReader.java
data in the file:
hello how are you and welcome into the  world of pokemon.


C:\Users\saury\OneDrive\Desktop\my\java>
```