#### PARSHVANATH CHARITABLE TRUST'S



# A.P. SHAH INSTITUTE OF TECHNOLOGY

# Department of Computer Science and Engineering Data Science

Subject: SBL-OOPJ Class: SE-Data Science

**Semester: III A.Y. 2022-2023** 

# **Experiment No. 2**

❖ Aim: Write a Java Program for accepting input through keyboard.

### **\*** Theory:

- Java Scanner class:
  - Java has a number of predefined classes, out of which Scanner is one of the class.
  - Scanner basically used to accept input from user.
  - Predefined classes are organized in the form of packages. This Scanner class is found in java.util package. So to use the Scanner class, we first need to include java.util package in ourprogram.
  - We include a package in a program with the help of import keyword. We can either import the java.util.Scanner class or the entire java.util package.
    - Adding util package in Java Proram :
       import java.util.Scanner; //This will import just the Scanner class
       import java.util.\*; // This will import the entire java.util package
    - Object Declaration of Scanner class:
       After importing, we need to write the following statement in our program.
       Scanner s = new Scanner (System.in);

### **Java Scanner Methods to Take Input**

The Scanner class provides various methods that allow us to read inputs of different types.

## **Method Description**

nextInt() : reads an int value from the user

nextFloat() : reads a float value form the user

nextBoolean() : reads a boolean value from the user

nextLine() : reads a line of text from the user

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: reads a word from the user next() nextByte() : reads a byte value from the user nextDouble() : reads a double value from the user nextShort() : reads a short value from the user nextLong() : reads a long value from the user Example: import java.util.Scanner; class Main { public static void main(String[] args) { // creates an object of Scanner Scanner input = new Scanner(System.in); System.out.print("Enter your name: "); // takes input from the keyboard String name = input.nextLine(); // prints the name System.out.println("My name is " + name); Output: Enter your name: Java My name is Java