

★] Accepting User Input:-

→ In java there are broadly two ways to take input from user.

- ① By Buffer Reader class
- ② By Scanner class.

∴ Both are class ∴ before using them we have to make their object.

→ You know Scanner class very well now see Buffer class.

→ Taking Input using [Buffer Reader class] :-

This

class is found in "io" → Input out put package [Package → collⁿ of classes]. So we have to import 'io' package to make object of buffer class.

→ In Buffer class there is a func "readLine()" which is used to read one line of input.

Code 8:

```
import java.io.*;
```

```
class add  
{
```

```
    public static void main (String args[]) throw IOException  
    {
```

↳ Ag input like
line hai bhi
error aaye to
Vo io package add
lega.

```
        int a, b, sum;
```

// Now we make object of Buffer Reader

```
BufferedReader br = new BufferedReader(new InputStreamReader  
                                         (System.in));
```

```
    cout("Enter no")
```

```
    a = Integer.parseInt(br.readLine());
```

↳ readLine for
reads value in
form of string

→ But (a) is our int, ∴ we need

to type cast it br.readLine
to int.

So we use Integer.parseInt.

```
b = Integer.parseInt(br.readLine());
```

```
c = a + b;
```

```
out.println(c);
```

```
}
```

```
}
```