**User Input**

We can use a **Scanner** to accept some user input. The scanner class is found in the Java utility package of your library and we need to import that befor we can use the scanner. So, outside of the class at the top of our program this is what we gonna type:

Import java.util.Scanner;

Now we can use the scanner class to create scanner object.

**Example:**

import java.util.Scanner;

public class Main {

public static void main(String[] args) {

Scanner scanner = new Scanner(System.***in***);

System.***out***.println("What is your Name?");

String name = scanner.**nextLine**();

//nextLine() is the method of scanner object to store user's input in a perticular variable.

System.***out***.println("Hello: " + name);

System.***out***.println("What is your Age?");

int age = scanner.**nextInt**();

//nextInt() method will only store int value. Data should be of same as datatype of variable. Otherwise it gives an error called 'inputMissmatchedErro'

System.***out***.println("Okay! " + name + " Your Age is " + age);

}

}  
**Output**What is your Name?

Chandan

Hello: Chandan

What is your Age?

21

Okay! Chandan Your Age is 21

40min