

How to use Scanner Object

```
import java.util.Scanner;
class ScannerInputDemo {
    public static void main(String[] args) {
        // Create Scanner object
        Scanner obj = new Scanner(System.in);

        // 1. Reading byte
        System.out.print("Enter a byte value (-128 to 127): ");
        byte byteValue = obj.nextByte();
        System.out.println("You entered byte: " + byteValue);

        // 2. Reading short
        System.out.print("Enter a short value (-32768 to 32767): ");
        short shortValue = obj.nextShort();
        System.out.println("You entered short: " + shortValue);

        // 3. Reading int
        System.out.print("Enter an integer: ");
        int intValue = obj.nextInt();
        System.out.println("You entered integer: " + intValue);

        // 4. Reading long
        System.out.print("Enter a long value: ");
        long longValue = obj.nextLong();
        System.out.println("You entered long: " + longValue);

        // 5. Reading float
        System.out.print("Enter a float value: ");
        float floatValue = obj.nextFloat();
        System.out.println("You entered float: " + floatValue);

        // 6. Reading double
        System.out.print("Enter a double value: ");
        double doubleValue = obj.nextDouble();
        System.out.println("You entered double: " + doubleValue);

        // Clear the buffer before reading char/String
        obj.nextLine();

        // 7. Reading char
        System.out.print("Enter a character: ");
        char charValue = obj.nextLine().charAt(0);
        System.out.println("You entered char: " + charValue);

        // 8. Reading String
        System.out.print("Enter a string: ");
        String stringValue = obj.nextLine();
        System.out.println("You entered string: " + stringValue);

        //9. Read string

        String word = obj.next();
        System.out.println("You entered string: " + word);
        // Don't forget to close the scanner
        obj.close();
    }
}
```

}