1. What is the Scanner Class?

* The Scanner Class is the class used to retrieve keyboard input from the user and can be assigned to variables, or displayed in the console.

1. What are Floating Data points? How did they use this information for the Superman 3 movie?

* Floating Data points are decimal numbers basically, the first data type for these floating data points named float, and is accurate to about the 6th or 7th decimal place. The other type is double, that goes up to about the 14th or 15th decimal place but requires more memory than the float variable. In the Superman 3 movie, they used this to retrieve “floating money” in the bank system, half of pennies that the system didn’t use and there were tons of them. Money just sitting around.

1. What is the JOptionPane Class? How does it work? What is the library input?

* The class is basically a GUI interface that can be used for confirmation (Booleans), numbers (integers and floats), and even strings. There are also regular messages that can pop up to let the user know of something. The library input would be “ShowxDialog”, the “x” being replaced with keywords like Input or Confirm or other forms of JOptionPane.