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Java Foundations

3-5
Keyboard Input

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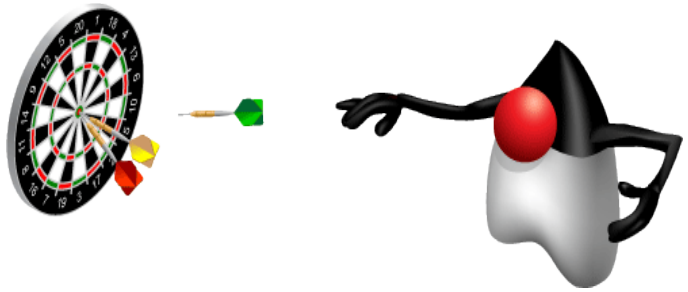
Objectives

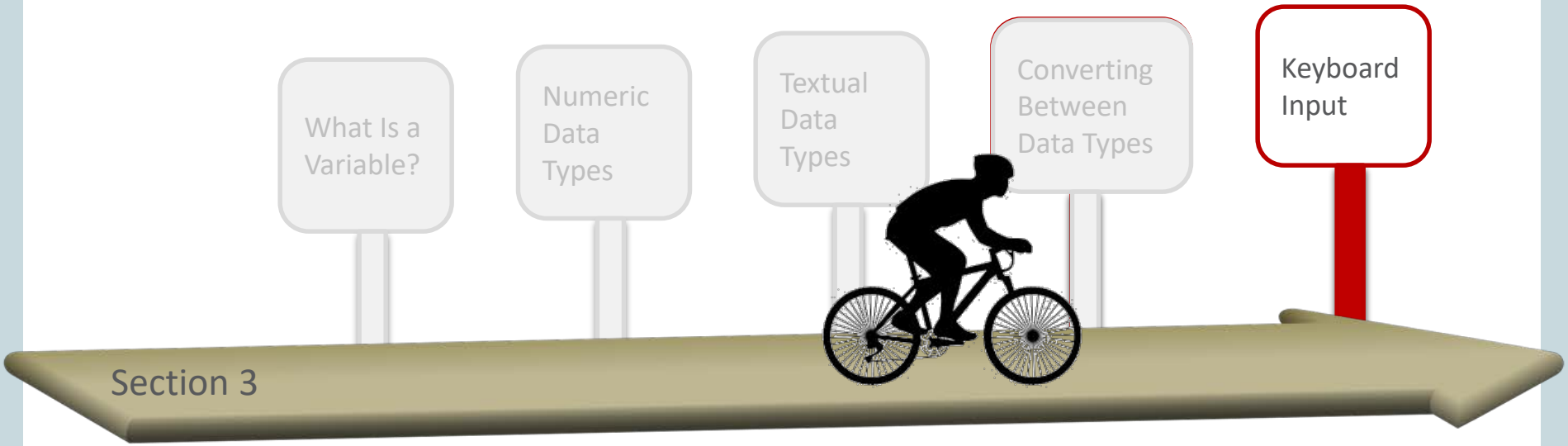
This lesson covers the following objectives:

- Understand user input
- Create a JOptionPane to collect user input
- Use a Scanner to collect input from the console
- Use a Scanner to collect input from a file
- Understand how a Scanner handles tokens and delimiters



Topics

- User Input
- JOptionPane
- Scanner



Why Should You Get User Input?

When you manually assign values to variables, this is known as hard-coding values:

```
String input = "This is a String";
```

You can easily change hard-coded values because you have the source code and NetBeans:

```
String input = "This is a different String";
```

- But when you distribute software, your users won't have the same luxury.

Types of User Input

- Examples of user input include …
  - Pressing a button on a game controller
  - Entering an address on a GPS
  - Entering numbers and functions into a calculator
  - Telling people your name
- But without user input …
  - When will the game make your character jump?
  - Where will your GPS guide you?
  - What numbers will your calculator crunch?
  - What will people call you?

How to Get User Input

There are many ways to get user input:

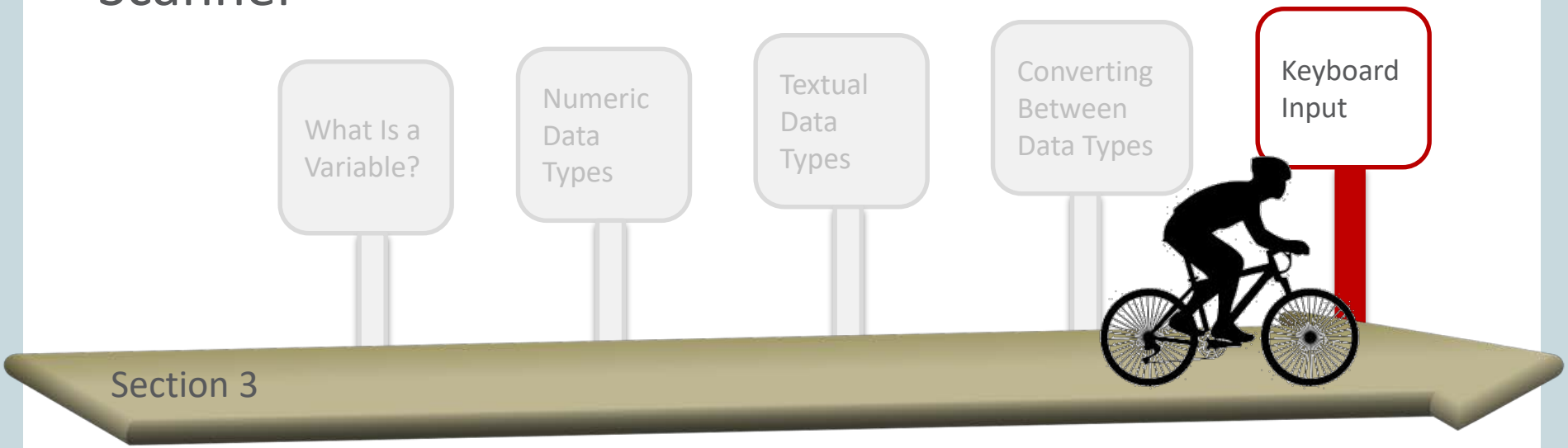
- Buttons (physical or virtual)
- Wheels and dials
- Voice recognition
- Text dialog boxes
- Property files

Java offers many ways of getting user input, including …

- Swing JOptionPane
- JavaFX (a successor of Swing, covered later)
- Scanner

Topics

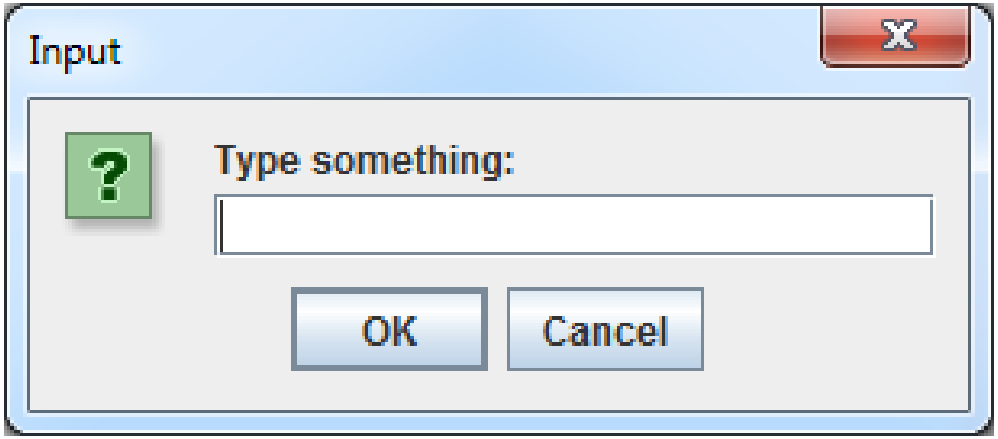
- User Input
- JOptionPane
- Scanner



JOptionPane

This is a simple way to get input from users:

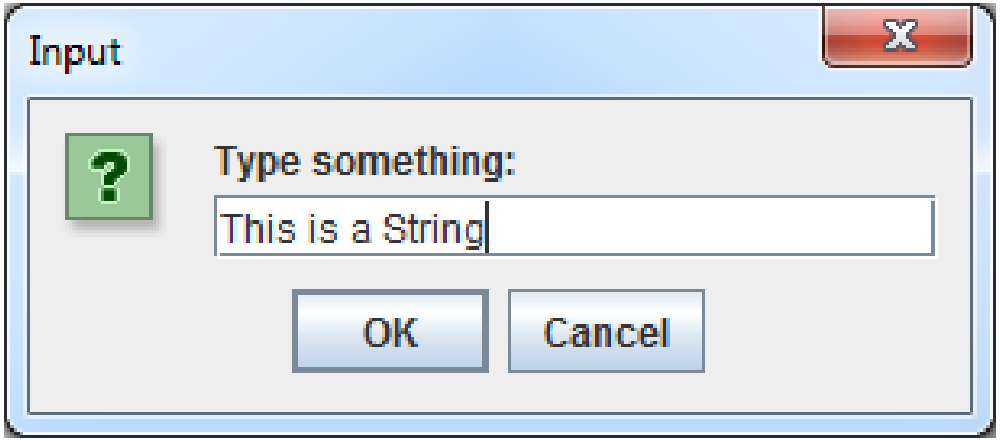
```
JOptionPane.showInputDialog("Type something:");
```



JOptionPane Returns Strings

The input can be stored as a String:

```
String input = JOptionPane.showInputDialog("Type something:");
```



This is equivalent to writing:

```
String input = "This is a String";
```

Exercise 1, Part 1

- Import and edit the Input01 project.
- Create a JOptionPane:
  - NetBeans will complain.
  - Follow the NetBeans suggestion of importing javax.swing.JOptionPane
  - We'll cover importing in another section.

Exercise 1, Part 2

- Store this input as a String.
- Print the String variable.
- Parse the String as a separate int variable.
  - You'll need to input a value that can be parsed.
  - Print this value +1.
- Try creating a dialog box, parsing it, and initializing an int in a single line. You should have only one semicolon (;).

Condensed Code

You could spread your input, parsing and calculating across several lines:

```
String inputString  =
JOptionPane.showInputDialog("??");
int input = Integer.parseInt(inputString);
input++;
```

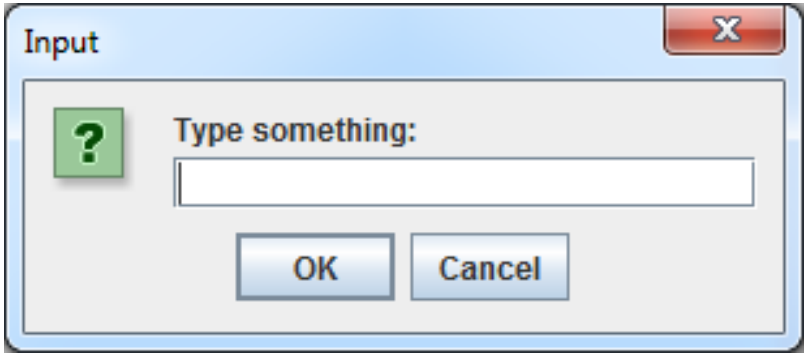
Or condense this into a single line:

```
int input = Integer.parseInt(JOptionPane.showInputDialog("??")) +1;
```

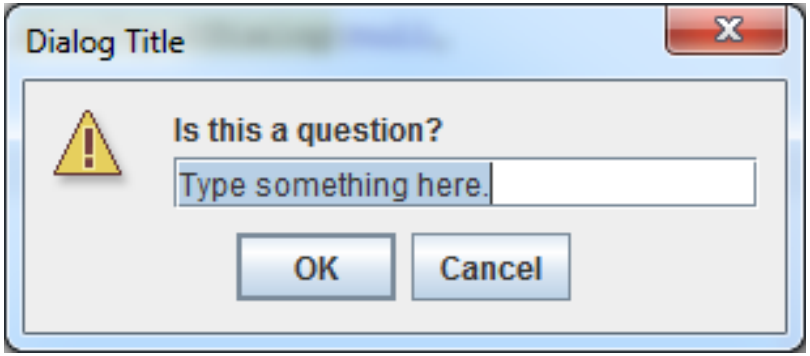
- This choice is a matter of personal preference.
  - But if you need to reference certain values again later, it would be helpful to store these values in a variable.

Different InputDialogs

We created a simple InputDialog:



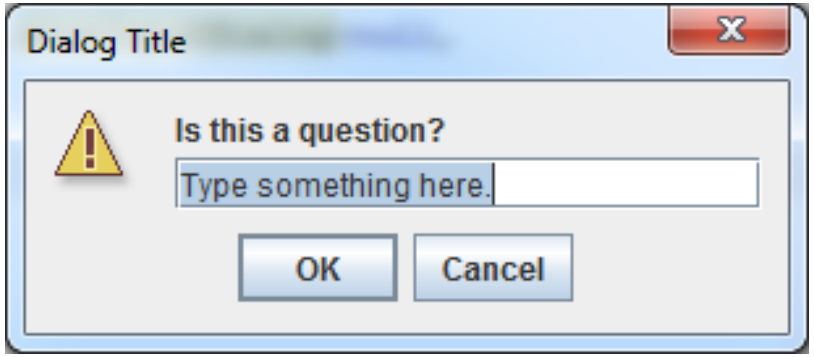
With more complicated code, we can customize the InputDialog more:



More Options with InputDialogs

This version of an InputDialog doesn't return a String.

The result must be cast to a String to be usable:

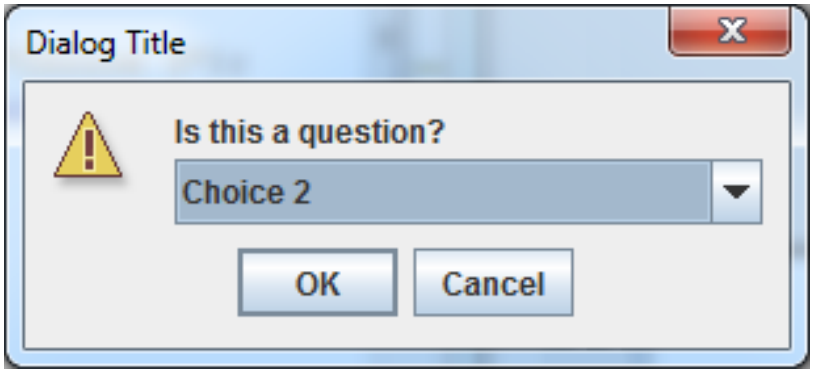


Casting

```
String input = (String)JOptionPane.showInputDialog(null,
          "Is this a question?",
          "Dialog Title",
          2,
          null,
          null,
          "Type something here.");
```

More Options with InputDialogs

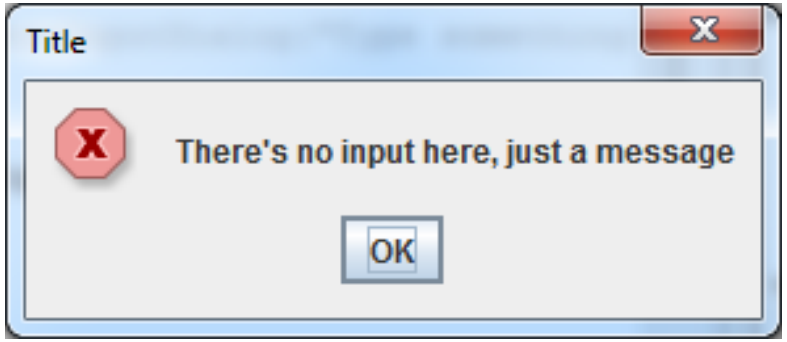
- To avoid unwanted input, it's possible to provide only acceptable values to users.
- Some of this syntax is discussed in greater detail in Section 8.




```
String[] acceptableValues = {"Choice 1", "Choice 2", "Choice 3"};
String input2 = (String)JOptionPane.showInputDialog(null,
                "Is this a question?",
                "Dialog Title",
                2,
                null,
                acceptableValues,
                acceptableValues[1]);
```

showMessageDialog

- A showMessageDialog doesn't provide a field for input.
- There are many other variations of JOptionPane.



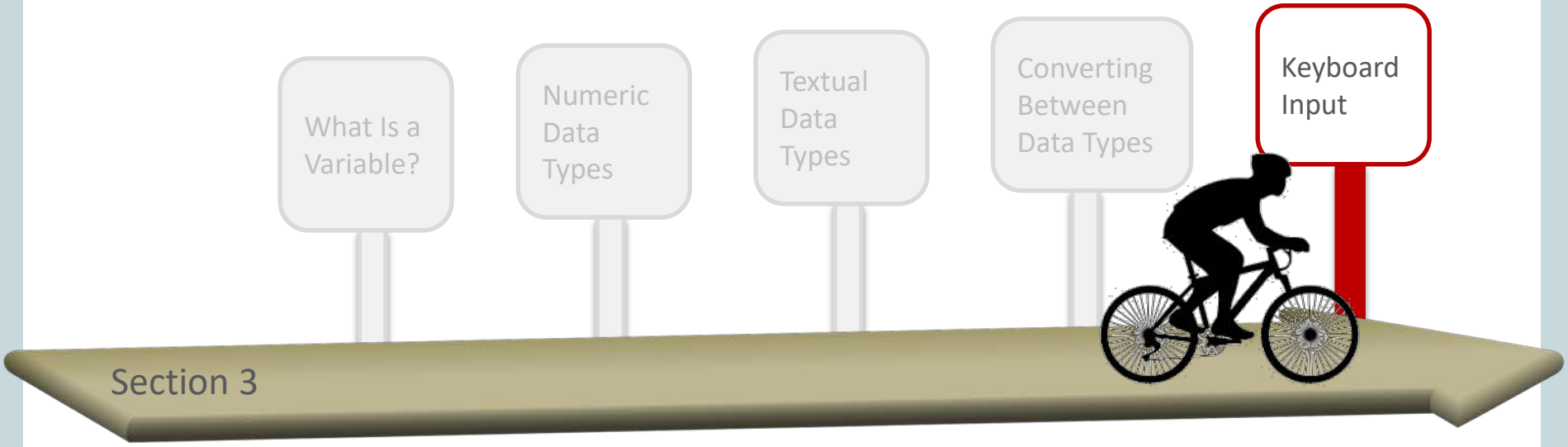

```
JOptionPane.showMessageDialog(null,
          "There's no input here, just a message",
          "Title",
           0);
```

Exercise 2

- Import and edit the Input02 project.
- Experiment with the code and try to change …
  - The message title
  - The message
  - Any default input text
  - The dialog box's icon 
- Parse, manipulate, and print any input.

Topics

- User Input
- JOptionPane
- Scanner



Getting Input with a Scanner

A Scanner object opens a stream for collecting input:

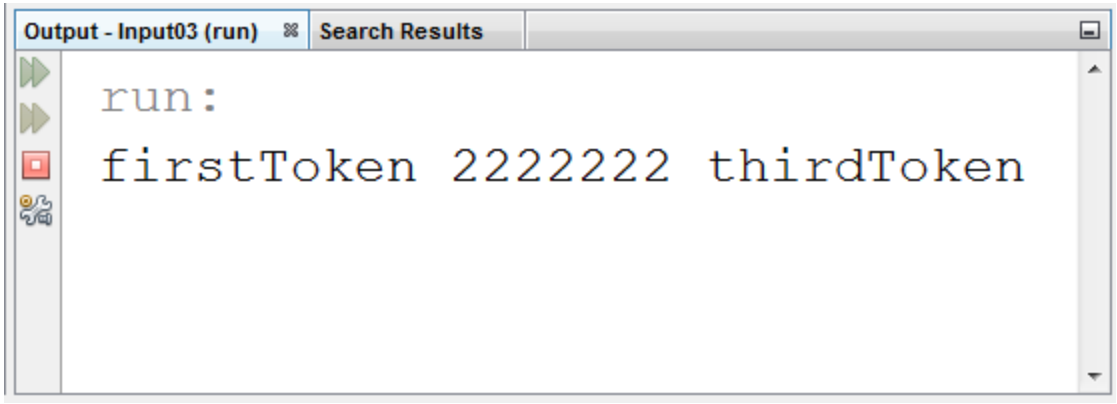
- System.in readies Scanner to collect input from the console.
- Type your input in the NetBeans output window.
- It's also possible to use Scanner without an IDE.

- It's best practice to close the Scanner stream when you're finished.

```
public static void main(String[] args) {
    Scanner sc = new Scanner(System.in);
    System.out.println(sc.nextInt());
    System.out.println(sc.next());
    sc.close();
}
```

Reading Input with a Scanner

- The Scanner searches for tokens.
- Tokens are separated by a delimiter.
  - The default delimiter is a space.



The Scanner Class

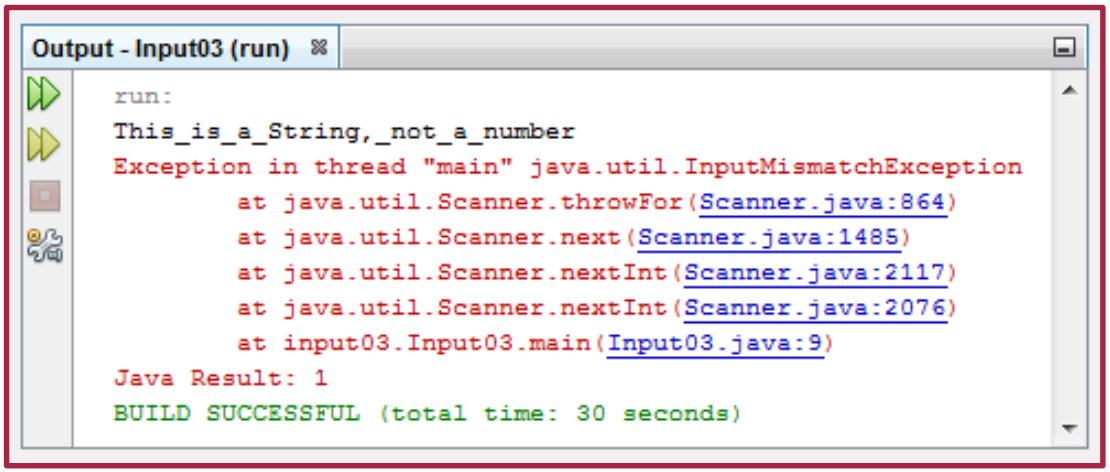
- Scanner, like any other class, has fields and methods.
- A few useful Scanner methods …
  - nextInt() reads the next token as an int.
  - nextDouble() reads the next token as a double.
  - next() reads the next token as a String.

```
public static void main(String[] args) {
    Scanner sc = new Scanner(System.in);
    int    x = sc.nextInt();
    double y = sc.nextDouble();
    String z = sc.next();
    sc.close();
}
```

Exercise 3

- Import and edit the Input03 project.
- Create a Scanner:
  - NetBeans will complain.
  - Follow the NetBeans suggestion of importing java.util.Scanner
  - Remember to close the Scanner.
- Use Scanner and System.in to write a program that …
  - Finds and prints the sum of three integers entered by the user.
- Try entering less than three tokens.
- Try entering a token that can't be parsed as an int.

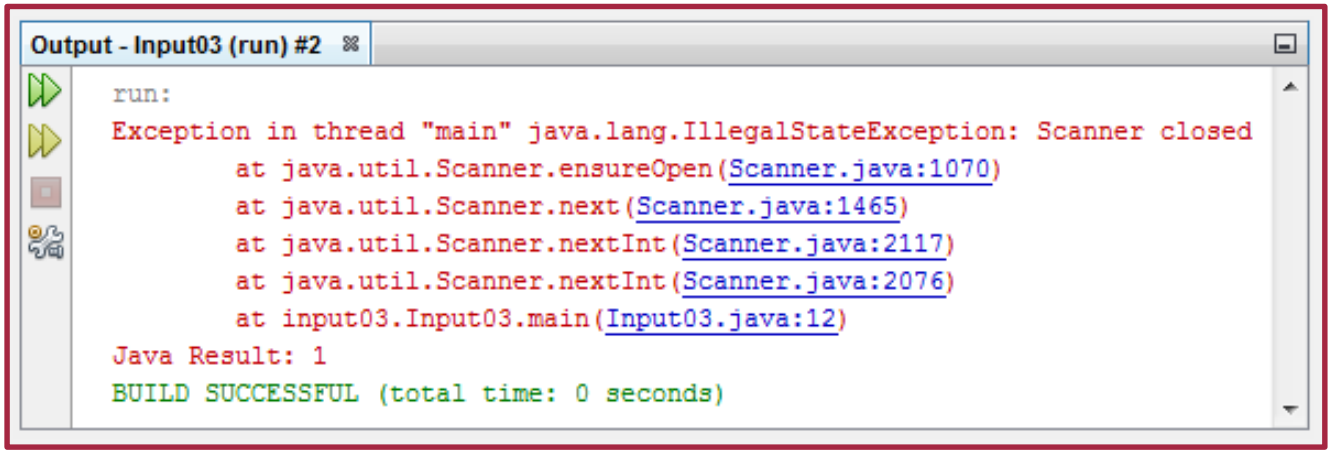
Exceptions: InputMismatchException



- Occurs because the input cannot be parsed as the expected type:

```
public static void main(String[] args) {
    Scanner sc = new Scanner(System.in);
    System.out.println(sc.nextInt());
    sc.close();
}
```

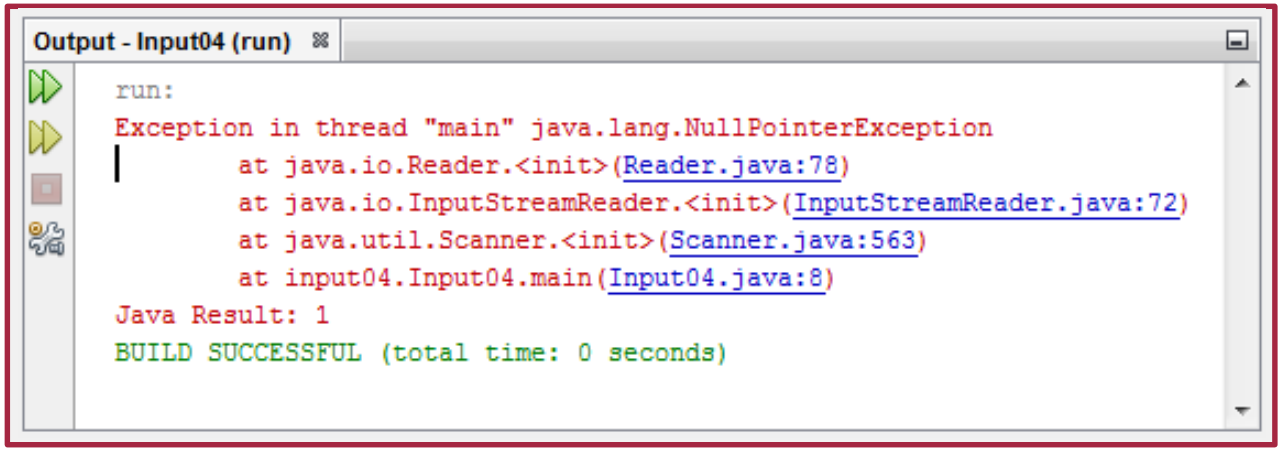
Exceptions: IllegalStateException



- Occurs because the stream is accessed after it's been closed:

```
public static void main(String[] args) {
    Scanner sc = new Scanner(System.in);
    sc.close();
    System.out.println(sc.nextInt());
}
```

Exceptions: NullPointerException



- Occurs because "fakeFile.txt" doesn't exist. It's also a common error to forget the .txt extension.

```
public static void main(String[] args) {
    Scanner sc = new Scanner(
        Input04.class.getResourceAsStream("fakeFile.txt"));
    sc.close();
}
```

Remember the extension.

Reading from a File

- Java offers several way to read files.
- More useful Scanner methods include:
  - nextLine() advances this Scanner past the current line and returns the input that was skipped.
  - findInLine("StringToFind") Attempts to find the next occurrence of a pattern constructed from the specified String, ignoring delimiters.

```
public static void main(String[] args) {
    Scanner sc = new Scanner(
        Input04.class.getResourceAsStream("fakeFile.txt"));
    int x = sc.nextInt();
    String entireLine = sc.nextLine();
    sc.close();
}
```

Exercise 4, Part 1

- Import and edit the Input04 project.
- Run the code and examine the output.
- Read through each next line until you find "BlueBumper".
- The two numbers following "BlueBumper" are the object's xPositon and yPosition. Store these coordinates as integers and print them.
- Examine input04text.txt, if necessary.

Exercise 4, Part 2

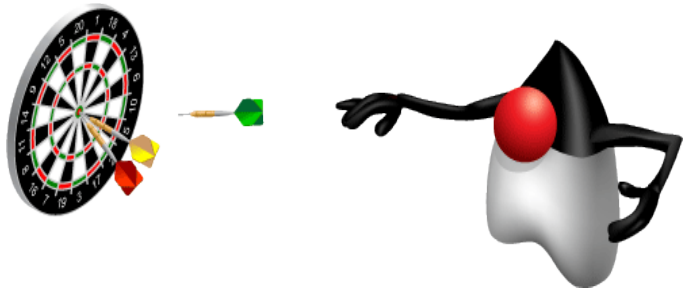
Examine Level05.txt if you're curious:

- This is how level data is stored for Java Puzzle Ball.
- Reading and parsing level data is slightly more complicated than what you've done in this exercise.
- But if you finished this exercise, you're close to understanding how it's done.

Summary

In this lesson, you should have learned how to:

- Understand user input
- Create a JOptionPane to collect user input
- Use a Scanner to collect input from the console
- Use a Scanner to collect input from a file
- Understand how a Scanner handles tokens and delimiters

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