Brooks Jackson

1.7-1.8 Journal

1. On pages 44-45 the text details how the Scanner class is used for keyboard input. On pages 51- 52 the text details how the Scanner class is used for file input. Select a line or block of code from each that shows the greatest similarity. Briefly explain why you selected each line or block of code and the similarity they represent.

From pages 44-45: A Scanner object can be used to break its input into tokens using a delimiter pattern. The default pattern matches any white space, including blanks, tabs, and carriage returns.

From pages 51-52: Note that the Scanner class presented in the previous section can be used to process text files in a manner very similar to the way we handled input from the keyboard.

I picked the first passage because it does a good job of explaining how the Scanner class works in the first place, and then the second passage firmly states that file inputs work the same as if you are doing keyboard inputs.

2. Again, comparing keyboard and file input using the Scanner class, briefly explain what you see as the greatest difference.

The greatest difference between the Scanner class with keyboard and file input is that there are two different types of data being read. With the keyboard input, the Scanner class can only grab inputs from the user's keyboard, where with the file input, the Scanner class can only grab inputs from a user-given text file.

3. For file input only, compare the Java method using the Scanner class to the method you used in your Scala programs for CSC 110.

The Scanner class in Java uses "java.util.Scanner;" to import the Scanner class into your program, and you use the line "Scanner fileScanner = new Scanner(inputFile);". The Scanner class in Scala uses "import scala.io.Source;", and you use the line "val inputFile = Source.fromFile("input.txt")".

4. What section or concept did you find most confusing?

think the amount of different input types is a bit confusing to me. Java seems like it has a lot of ifferent methods for different things.	