

Optional Topic: User Input with Scanner

Adapted from:

1) Building Java Programs: A Back to Basics Approach
by Stuart Reges and Marty Stepp

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Input and `System.in`

- **interactive program:** Reads input from the console.
 - While the program runs, it asks the user to type input.
 - The input typed by the user is stored in variables in the code.
 - Can be tricky; users are unpredictable and misbehave.
 - But interactive programs have more interesting behavior.
- **Scanner:** An object that can read input from many sources.
 - Communicates with `System.in` (the opposite of `System.out`)
 - Can also read from files, web sites, databases, ...

Scanner syntax

- The `Scanner` class is found in the `java.util` package.

```
import java.util.*;    // so you can use Scanner
```

- Constructing a `Scanner` object to read console input:

```
Scanner name = new Scanner(System.in);
```

- Example:

```
Scanner console = new Scanner(System.in);
```

Scanner methods

Method	Description
<code>nextInt()</code>	reads an <code>int</code> from the user and returns it
<code>nextDouble()</code>	reads a <code>double</code> from the user
<code>next()</code>	reads a one-word <code>String</code> from the user
<code>nextLine()</code>	reads a one-line <code>String</code> from the user

- Each method waits until the user presses Enter.
- The value typed by the user is returned.

```
prompt    System.out.print("How old are you? "); //  
          int age = console.nextInt();  
          System.out.println("You typed " + age);
```

- prompt:** A message telling the user what input to type.

Scanner example

```
import java.util.*;    // so that I can use Scanner

public class UserInputExample {
    public static void main(String[] args) {
        Scanner console = new Scanner(System.in);

        System.out.print("How old are you? ");
        int age = console.nextInt();

        int years = 65 - age;
        System.out.println(years + " years to retirement!");
    }
}
```

age

29



36 years to retirement!

- Console (user input underlined):

```
How old are you?
29
36 years until retirement!
```

29



Input tokens

- **token:** A unit of user input, as read by the `Scanner`.
 - Tokens are separated by whitespace (spaces, tabs, new lines).
 - How many tokens appear on the following line of input?

23 John Smith 42.0 "Hello world" \$2.50 " 19"

- When a token is not the type you ask for, it crashes.

```
System.out.print("What is your age? ");  
int age = console.nextInt();
```

Output:

```
What is your age? Timmy  
java.util.InputMismatchException  
    at java.util.Scanner.next(Unknown Source)  
    at java.util.Scanner.nextInt(Unknown Source)  
    ...
```

Scanner example 2

```
import java.util.*;    // so that I can use Scanner

public class ScannerMultiply {
    public static void main(String[] args) {
        Scanner console = new Scanner(System.in);

        System.out.print("Please type two numbers: ");
        int num1 = console.nextInt();
        int num2 = console.nextInt();

        int product = num1 * num2;
        System.out.println("The product is " + product);
    }
}
```

- Valid Outputs (user input underlined):

Please type two numbers: 8 6
The product is 48

// 2 tokens separated by space

Please type two numbers: 8
6

The product is 48

// 2 tokens separated by new
// line

Strings as user input

- Scanner's `next` method reads a word of input as a `String`.

```
Scanner console = new Scanner(System.in);  
System.out.print("What is your name? ");  
String name = console.next();  
System.out.println("Your name is " + name);
```

Output:

```
What is your name? Chelsey  
Your name is Chelsey.
```

- The `nextLine` method reads a line of input as a `String`.

```
System.out.print("What is your address? ");  
String address = console.nextLine();  
System.out.println("Your address is " + address);
```

Output:

```
What is your address? 123 Fake st.  
Your address is 123 Fake st.
```


References

- 1) [CPJava Website](#)
- 2) [CPJava Google Classroom](#)
- 3) [CPJava repl.it Classroom](#)
- 4) [Runestone CSAwesome BUSHSCHOOL_CPJAVA Course](#)
- 5) Building Java Programs: A Back to Basics Approach by Stuart Reges and Marty Stepp