

Chapter 5 : User Input in Java

- In Java user input is taken with the help of Scanner class. This class is present in a package of java called (java.util;)
- To use Scanner class to start taking user input, we need to create an object of scanner class & specify the input type.

⊛ How to create object of Scanner class ?

⇒ `Scanner sc = new Scanner(System.in);`

Note: (System.in) specifies the user input will be taken using the System's input which is keyboard.

⊛ Different Input Types →

- | | | |
|---|----------------------------|----------------------|
| ① | <code>nextBoolean()</code> | → takes bool value |
| ② | <code>nextByte()</code> | → takes byte value |
| ③ | <code>nextDouble()</code> | → takes double value |
| ④ | <code>nextFloat()</code> | → takes float value |
| ⑤ | <code>nextInt()</code> | → takes int value |
| ⑥ | <code>nextLine()</code> | → takes string value |

- ⑦ nextLong() → takes long value
⑧ nextShort() → takes short value

many more

Example

```
import java.util.Scanner;
```

```
class Main {
```

```
    public static void main(String[] args) {
```

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

```
        System.out.println("Enter Name");
```

```
        String name = sc.nextLine();
```

```
        System.out.println("Enter age");
```

```
        int age = sc.nextInt();
```

```
        System.out.println("Hello" + name);
```

```
        System.out.println("your age is" + age);
```

```
    }
```

```
}
```