

## Some Useful Input Methods

The following table contains descriptions of several methods that can be used to get input from program users. These methods allow you to write a program that presents a dialog box to users in which you can prompt them to enter information. A dialog box is a window-oriented user interface.

Method	Function
<code>getBytes( s )</code>	Returns the value entered in the dialog box as a <code>byte</code> type. The string 's' is used to prompt the user.
<code>getShort( s )</code>	Returns the value entered in the dialog box as a <code>short</code> . The string 's' is used to prompt the user.
<code>getInt( s )</code>	Returns the value entered in the dialog box as an <code>int</code> . The string 's' is used to prompt the user..
<code>getLong( s )</code>	Returns the value entered in the dialog box as a <code>long</code> . The string 's' is used to prompt the user.
<code>getFloat( s )</code>	Returns the value entered in the dialog box as a <code>float</code> . The string 's' is used to prompt the user.
<code>getDouble( s )</code>	Returns the value entered in the dialog box as a <code>double</code> . The string 's' is used to prompt the user.
<code>getBoolean( s )</code>	Returns the value entered in the dialog box as a <code>boolean</code> . The string 's' is used to prompt the user.
<code>getChar( s )</code>	Returns the value entered in the dialog box as a <code>char</code> . The string 's' is used to prompt the user.
<code>getString( s )</code>	Returns the value entered in the dialog box as a <code>String</code> . The string 's' is used to prompt the user.

To use these methods, you must first download the `Input.class` file from the website and place it in the same directory as your Java programs.

Please note that these class methods are not built-in Java methods, but methods that your instructor provided to help you quickly develop programs with the ability to prompt for input.

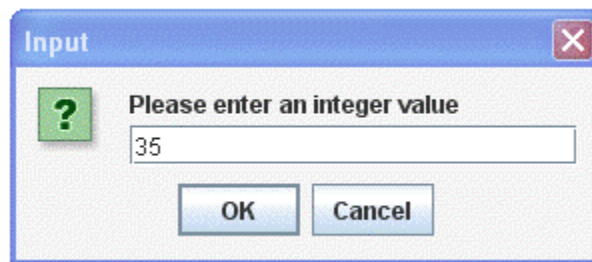
## Some Useful Input Methods

The following example illustrates how to use the `getInt()` method. The other methods are used in exactly the same way.

```
public class InputDemo
{
    public static void main( String [] args )
    {
        int n = 0;

        n = Input.getInt( "Please enter an integer value" );
        ...
    }
}
```

When you use these methods, a dialog box will appear on the video display, as indicated below:



Notice that the prompt string in the dialog box matches the argument to the `Input.getInt()` method. The prompt string can be anything you want it to be.

The value being prompted for is entered in the dialog box and then the **OK** button is pressed. In the above example, the value 35 would be stored in the program variable `n`.

If the user presses the **Cancel** button or enters a non-integer variable, a program logic error will occur and the program will stop executing. The user may backspace and re-type the input value at any time before pressing the **OK** button.