

## Lesson 1.5 Reading Input

### Using the Scanner class

To get keyboard input, use the **Scanner** class, which is imported using

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

In your program, to create a scanner object:

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

Once the object has been created, you can get input from the keyboard using one of the following four methods:

- **int quantity = in.nextInt(); // gets an integer**
- **double price = in.nextDouble(); // gets a double number**
- **String cityState = in.nextLine(); // everything on the line**
- **String name = in.next(); // single word, based on whitespace**

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## Exercise 6

# Pair Calculations

Write a program `PairCalculations.java` that has the user enter a pair of `double` numbers. The program should then calculate and display:

- the sum of the two values
- the difference between the two values ( $n1 - n2$ )
- the product of the two values
- the average
- the distance (absolute value of the difference)
- the maximum = the larger of the two values (there is a function that will determine this for you)
- the minimum = the smaller of the two values (there is a function for this as well)