

Lesson 1.5 Reading Input

Using the Scanner class

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

In your program, to create a scanner object:

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

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)