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| *A close up of a logo  Description automatically generated* | *DEPARTMENT OF COMPUTER ENGINEERING* |

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| Semester | S.E. Semester III – Computer Engineering |
| Subject | Object Oriented Programming Using Java (Skill Based Lab) |
| Subject Professor In-charge | Prof. Indu Anoop |
| Laboratory | Online Lab |

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| Roll Number | 20102A0004 | |
| Grade and Subject Teacher’s Signature |  |  |

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| Experiment | 2 | |
| Problem Statement | Program on accepting input through keyboard | |
| Resources / Apparatus Required | Hardware: Computer System | Software: jdk 1.8, Eclipse / Notepad++/IntelliJ IDEA |
| Details | Scanner Class: The Scanner class is used to get user input, and it is found in the java.util package. To use the Scanner class, create an object of the class and use any of the available methods found in the Scanner class documentation. | |
| Code | import java.util.Scanner;  public class ScannerClassExample {  public static void main(String[] args) {  Scanner s= new Scanner(System.in);  System.out.println("Enter your name");  String name=s.next();  System.out.println("Enter your gender");  char gender=s.next().charAt(0);  System.out.println("Enter your Age");  int age=s.nextInt();  System.out.println("Enter your Phone no:");  long phoneno=s.nextLong();  System.out.println("--------------------");  System.out.println("Name: "+name+" Gender: "+gender+" Age: "+age+" Phone no: "+phoneno);  }  } | |
| Output |  | |
| Conclusion | With the help of the Scanner class, we take input of different variables like integers, characters and strings. On execution of the code, this information is displayed on the screen. | |