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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 | |
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| Experiment | 2B | |
| Problem Statement | Program on accepting input through keyboard | |
| Resources / Apparatus Required | Hardware: Computer System | Software: jdk 1.8, Eclipse / Notepad++/IntelliJ IDEA |
| Details | Buffered Reader Class: The Java.io.BufferedReader class reads text from a character-input stream, buffering characters so as to provide for the efficient reading of characters, arrays, and lines  Class Methods: 1) int read(): This method reads a single character.  2)String readLine(): This method reads a line of text. | |
| Code | public class BufferedReaderExample {  public static void main(String[] args) throws IOException {  InputStreamReader r=new InputStreamReader(System.in);  BufferedReader br=new BufferedReader(r);  System.out.println("Enter first number");  int n1=Integer.valueOf(br.readLine());  System.out.println("Enter second number");  int n2=Integer.valueOf(br.readLine());  int sum=n1+n2;  System.out.println("Sum is equal to : "+sum);  System.out.println("What mathematical operation was just done?");  String mathOperation=br.readLine();  System.out.println("Operation done was: "+mathOperation);  }  } | |
| Output |  | |
| Conclusion | With the help of the Buffererreader class, we take input of different variables like integers, characters and strings. On execution of the code, this information is displayed on the screen. | |