

Input

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Java

What is input?

Input is how the user gives data to the computer.

A keyboard!

A mouse!

Touchscreen!

How to use input

We need to use a library called Scanner.

To use Scanner, we need to import it shown below.

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

When importing you import before you start coding like the below!

```
import java.util.Scanner;

class starter {
    public static void main(String args[]) {
        // the string "I love to learn coding remotely." will appear in
        // the command window when you compile and run this program.
        System.out.print("I love to learn coding remotely.");
    }
}
```

Now we construct!

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

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

Now we can use Scanner!

Uses of Scanner

Strings -

```
String text = sc.nextLine();
```

Integers -

```
int number = sc.nextInt();
```

Doubles -

```
double number = sc.nextDouble();
```

How it works

Once you run your code, Scanner will wait for the user to type in a value then hit enter.

Make sure to prompt the user to input something or else they will be waiting forever!

Input Lab

Ask for the following from the user and output it back in full sentences:

1. First Name
2. Age
3. Birthday Month
4. Birthday Day
5. Birthday Year
6. How much is a buck fifty