The Scanner Object

A byte size lesson in Java programming.

Reading input

- Sometimes, we need to collect something from the user.
- E.g. Numbers to perform arithmetic operations on
- E.g. Data to use in the running of the program

How do we read input?

- In Java, we can use the Scanner class to read input
- To do this, we need to **import** java.util.Scanner package

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

How do we read input?

- After we have imported our package, we need to create a scanner object, and get some input.

```java
import java.util.Scanner;

// create the scanner object
Scanner input = new Scanner(System.in);

// take input from the user
int number = input.nextInt();
```

Let's test your understanding!

```
import _____

// create the scanner object
_____ input = new _____ (System.in);

// take input from the user
int number = input._____ ;
```

Input types

- Depending on the input we are collecting, we can use different methods of the Scanner class

Int: nextInt();

Float: nextFloat();

Double: nextDouble();

String: next();

Cleanup

- When we are done with the Scanner object, it is recommended to close it using the .close() method.

```java
import java.util.Scanner;

// create the scanner object
Scanner input = new Scanner(System.in);

// take input from the user
int number = input.nextInt();

// close the Scanner
input.close();
```

Let's test your understanding!

```
import _____

// create the scanner object
Scanner input = new Scanner( _____

// take 3 inputs from the user
float myfloat = _____
double mydouble = _____
string mystring = _____
```