



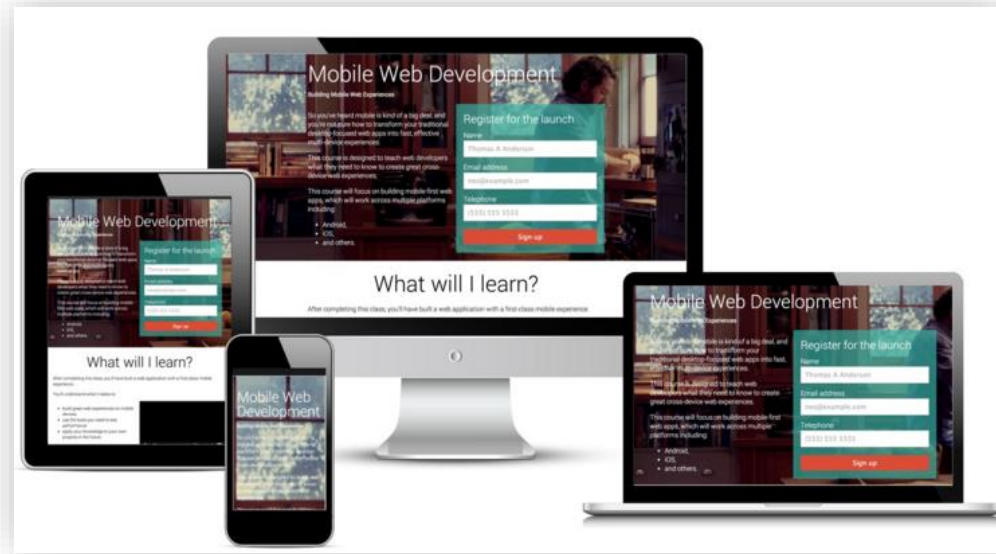
1. User interaction
2. Output
3. Input

# Command Line Input Output

User interaction



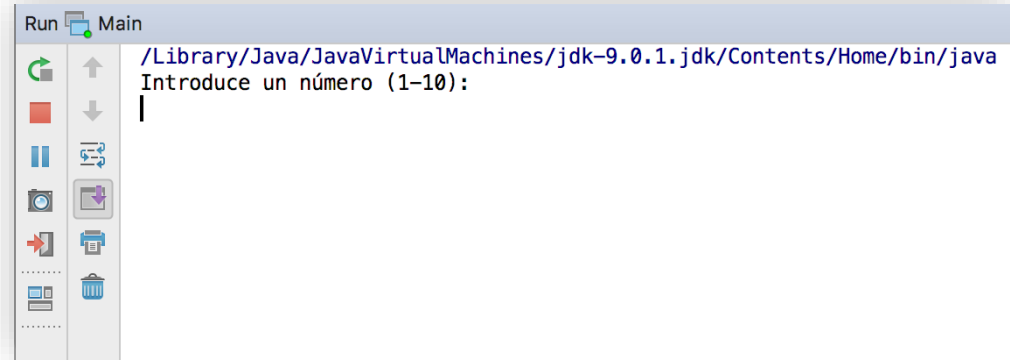
# 1. User interaction



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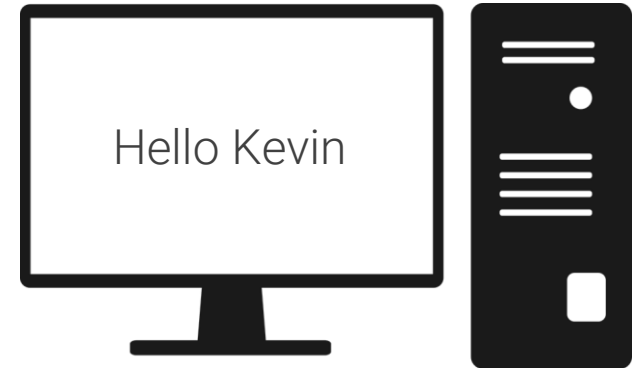


Command Line



Output

```
String name = "Kevin";  
System.out.println("Hello "+name);
```



```
String name = "Kevin";  
System.out.print("Yeah ");  
System.out.println("Hello World "+name);
```





```
String name = "Kevin";  
System.out.print("Yeah ");  
System.out.println("Hello World "+name);
```

Adds new line after print  
message



Input



```
import java.util.Scanner;

public class Main{
    public static void main (String[] args){

        Scanner input= new Scanner(System.in);
        System.out.println("Introduce un número entero (y pulsa Enter)");
        int num1= input.nextInt();
        input.nextLine();
        System.out.println("Introduce un número entero (y pulsa Enter)");
        int num2= input.nextInt();
        input.nextLine();
        int suma = num1+num2;
        System.out.println("La suma es: "+suma);

    }
}
```

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import java.util.Scanner;

public class Main{
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        Scanner input= new Scanner(System.in);
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        System.out.println("Introduce un número entero (y pulsa Enter)");
        int num2= input.nextInt();
        input.nextLine();
        int suma = num1+num2;
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    }
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        input.nextLine();
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        input.nextLine();
        int suma = num1+num2;
        System.out.println("La suma es: "+suma);

    }
}
```

Instrucción	Tipo de dato leído
<code>input.nextByte();</code>	byte
<code>input.nextShort();</code>	short
<code>input.nextInt();</code>	int
<code>input.nextLong();</code>	long

Instrucción	Tipo de dato leído
<code>input.nextFloat();</code>	float
<code>input.nextDouble();</code>	double
<code>input.nextBoolean();</code>	boolean
<code>input.nextLine();</code>	String

### 3. Input

```
import java.util.Scanner;

public class Main{
    public static void main (String[] args){

        Scanner input= new Scanner(System.in);
        char letter= input.nextChar();
        input.nextLine();

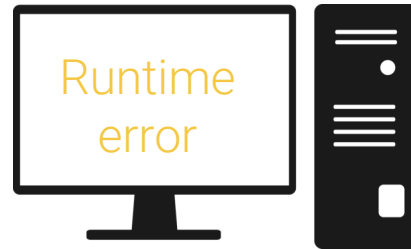
    }
}
```

### 3. Input

```
import java.util.Scanner;

public class Main{
    public static void main (String[] args){

        Scanner input= new Scanner(System.in);
        System.out.println("Introduce un número entero (y pulsa Enter)");
        int num1= input.nextInt();
        ...
    }
}
```



“No hay nada que aprender del éxito (...). Todo se aprende del fracaso “

*David Bowie*

