

A+ Computer Science

**INPUT**



# Scanner Import

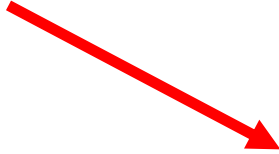
```
import    java.util.Scanner;
```

**Try to be as specific as possible  
when using an import.**



# Scanner Creation

reference variable



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



object instantiation



# Scanner

## frequently used methods

Name	Use
<b>nextInt()</b>	returns the next int value
<b>nextDouble()</b>	returns the next double value
<b>nextFloat()</b>	returns the next float value
<b>nextLong()</b>	returns the next long value
<b>nextByte()</b>	returns the next byte value
<b>nextShort()</b>	returns the next short value
<b>next()</b>	returns the next one word String
<b>nextLine()</b>	returns the next multi word String

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



# Reading Integer Values

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

```
out.print("Enter an integer :: ");  
int num = keyboard.nextInt();
```



# Reading Integer Values

```
out.print("Enter an integer :: ");  
int num = keyboard.nextInt();  
out.println(num);
```

**INPUT**

**2001**

**OUTPUT**

**Enter an integer :: 2001  
2001**



# Reading Integer Values

**reference variable**



```
int num = keyboard.nextInt();
```



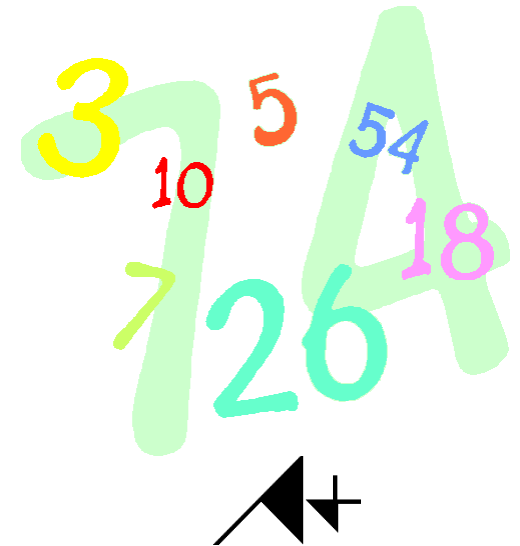
**method call  
non-void / return**



# Reading Integer Values

```
System.out.print("Enter an integer :: ");
```

**Prompts are used to tell the user what you want.**





# Reading Decimal Values

```
Scanner keyboard =  
    new Scanner(System.in);  
  
out.print("Enter a double :: ");  
double num = keyboard.nextDouble();
```



# Reading Decimal Values

**reference variable**

**double num = keyboard.nextDouble();**



**method call  
non-void / return**



# input\_examples.java



# Reading Multiple Values

**INPUT**

**7 5 3 1 8**

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

```
out.println(keyboard.nextInt());  
out.println(keyboard.nextInt());  
out.println(keyboard.nextInt());
```

**OUTPUT**

**7**

**5**

**3**



# Reading Multiple Values

**INPUT**

**7 5 3 1 8**

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

```
out.println( keyboard.nextInt()  
    + keyboard.nextInt() );
```

**OUTPUT**

**12**



# Reading Multiple Values

**INPUT**

**3 4 1 9 2**

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

```
int sum = keyboard.nextInt();  
sum = sum + keyboard.nextInt();  
sum = sum + keyboard.nextInt();  
System.out.println( sum );
```

**OUTPUT**

**8**



# Scanner Creation

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

**System.in** tells the **Scanner** to read from the keyboard.



# Scanner Creation

```
Scanner in =  
    new Scanner( new File("it.dat") );
```

**Scanner can also read from a file.  
The file can store a tiny bit of info or a  
large amount.**





# Reading Multiple Values

it.dat

3 9 1

```
Scanner in =  
    new Scanner( new File( "it.dat" ) );
```

```
int sum = in.nextInt();  
sum = sum + in.nextInt();  
sum = sum + in.nextInt();  
System.out.println( sum );
```

OUTPUT

13



**multi\_input.java**  
**file\_input.java**



# Reading String Values

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

```
out.print("Enter a string :: ");  
String word = keyboard.next();
```



# Reading String Values

**reference variable**



```
String word = keyboard.next();
```



**method call  
non-void / return**



# Reading String Values

```
out.print("Enter a string :: ");  
String word = keyboard.next();  
out.println(word);
```

## **INPUT**

**I love A+ compsci.**

## **OUTPUT**

**Enter a string :: I love A+ compsci.  
I**



# Reading String Values

```
Scanner keyboard =  
    new Scanner(System.in);  
  
out.print("Enter a sentence :: ");  
String sentence = keyboard.nextLine();
```



# Reading String Values

```
out.print("Enter a line :: ");  
String line = keyboard.nextLine();  
out.println(line);
```

## **INPUT**

**I love A+ compsci.**

## **OUTPUT**

**Enter a line :: I love A+ compsci.  
I love A+ compsci.**



# Input Issues

```
out.print("Enter an integer :: ");  
int num = keyboard.nextInt();  
out.print("Enter a sentence :: ");  
String sentence = keyboard.nextLine();  
out.println(num + " " + sentence);
```

## OUTPUT

Enter an integer :: 34  
Enter a sentence :: 34

## INPUT

34  
picks up \n

**nextLine() picks up whitespace.**





# Input Issues

```
out.print("Enter an integer :: ");  
int num = keyboard.nextInt();  
keyboard.nextLine();           //pick up whitespace  
out.print("Enter a sentence :: ");  
String sentence = keyboard.nextLine();  
out.println(num + " " + sentence);
```

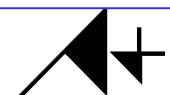
## OUTPUT

Enter an integer :: 34  
Enter a sentence :: picks up \n  
34 picks up \n

## INPUT

34  
picks up \n

**nextLine() picks up whitespace.**



**string\_input.java**  
**input\_issues.java**



**Work on  
Programs!**

**Crank  
Some Code!**



# A+ Computer Science

# INPUT

