

Java programming

Nathan Warner



**Northern Illinois
University**

Computer Science
Northern Illinois University
United States

Contents

| | | |
|----------|-----------------------------|----------|
| 1 | User Input (scanner) | 2 |
| 1.1 | Input Types | 2 |
| 1.2 | Checks | 2 |

User Input (scanner)

The Scanner class is used to get user input, and it is found in the **java.util** package.

```
0  import java.util.Scanner; // Import the Scanner class
1
2  class Main {
3      public static void main(String[] args) {
4          Scanner myObj = new Scanner(System.in); // Create a
↪ Scanner object
5          System.out.println("Enter username");
6
7          String userName = myObj.nextLine(); // Read user input
8          System.out.println("Username is: " + userName); //
↪ Output user input
9      }
10 }
```

1.1 Input Types

- **nextBoolean()** Reads a boolean value from the user
- **nextByte()** Reads a byte value from the user
- **nextDouble()** Reads a double value from the user
- **nextFloat()** Reads a float value from the user
- **nextInt()** Reads a int value from the user
- **nextLine()** Reads a String value from the user
- **nextLong()** Reads a long value from the user
- **nextShort()** Reads a short value from the user

1.2 Checks

- **hasNextBoolean()**
- **hasNextByte()**
- **hasNextDouble()**
- **hasNextFloat()**
- **hasNextInt()**
- **hasNextLine()**
- **hasNextLong()**
- **hasNextShort()**