

USER INPUT

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SCANNER

- **Standard Java Input**
- Java assumes that you will be using a GUI for input from the user Hence there is no "simple" way to read input from a user
- Scanner class is in jdk 1.5
- In java.util package



SCANNER - EXAMPLE

```
import java.util.Scanner;

public class TestBankAccount {
    public static void main(String[] args) {
        Scanner scan = new Scanner(System.in);
        System.out.println("Enter name:");
        String name = scan.nextLine();
        System.out.println("Enter id:");
        String id = scan.next();
        System.out.println("Enter balance:");
        double balance = scan.nextDouble();
        // Creating objects
        BankAccount account = new BankAccount(name, "", balance);
        System.out.printf("Name: %s; id:%s; balance:%.1f", account.name, account.id, account.balance);
    }
}
```

Output

```
<terminated> TestBankAccount [Java Application] C:\Program f
Enter name:
Rashid
Enter id:
01123
Enter balance:
1050
Name: Rashid; id:; balance:1050.0
```



SCANNER CONSTRUCTORS

Constructors

Constructor	Description
<u>Scanner</u> (<u>File</u> source)	Constructs a new <code>Scanner</code> that produces values scanned from the specified file.
<u>Scanner</u> (<u>InputStream</u> source)	Constructs a new <code>Scanner</code> that produces values scanned from the specified input stream.
<u>Scanner</u> (<u>Path</u> source)	Constructs a new <code>Scanner</code> that produces values scanned from the specified file.
<u>Scanner</u> (<u>Readable</u> source)	Constructs a new <code>Scanner</code> that produces values scanned from the specified source.
<u>Scanner</u> (<u>ReadableByteChannel</u> source)	Constructs a new <code>Scanner</code> that produces values scanned from the specified channel.
<u>Scanner</u> (<u>String</u> source)	Constructs a new <code>Scanner</code> that produces values scanned from the specified string.



SCANNER METHODS

Methods

Modifier and Type	Method and Description
void	<u>close</u> () Closes this scanner.
boolean	<u>hasNext</u> () Returns true if this scanner has another token in its input.
boolean	<u>hasNext</u> (<u>Pattern</u> pattern) Returns true if the next complete token matches the specified pattern.
boolean	<u>hasNext</u> (<u>String</u> pattern) Returns true if the next token matches the pattern constructed from the specified string.
boolean	<u>hasNextBigDecimal</u> () Returns true if the next token in this scanner's input can be interpreted as a <code>BigDecimal</code> using the <u>nextBigDecimal()</u> method.
boolean	<u>hasNextInt</u> () Returns true if the next token in this scanner's input can be interpreted as an <code>int</code> value in the default radix using the <u>nextInt()</u> method.
<u>String</u>	<u>next</u> () Finds and returns the next complete token from this scanner.
<u>String</u>	<u>next</u> (<u>String</u> pattern) Returns the next token if it matches the pattern constructed from the specified string.
<u>BigInteger</u>	<u>nextBigInteger</u> () Scans the next token of the input as a <u>BigInteger</u> .

SCANNER METHODS

Methods

Modifier and Type	Method and Description
boolean	<u>nextBoolean()</u> Scans the next token of the input into a boolean value and returns that value.
byte	<u>nextByte()</u> Scans the next token of the input as a byte.
double	<u>nextDouble()</u> Scans the next token of the input as a double.
float	<u>nextFloat()</u> Scans the next token of the input as a float.
int	<u>nextInt()</u> Scans the next token of the input as an int.
<u>String</u>	<u>nextLine()</u> Advances this scanner past the current line and returns the input that was skipped.
long	<u>nextLong()</u> Scans the next token of the input as a long.
short	<u>nextShort()</u> Scans the next token of the input as a short.
<u>Scanner</u>	<u>reset()</u> Resets this scanner.



JOPTIONPANE

- JOptionPane makes it easy to pop up a standard dialog box that prompts users for a value or informs them of something.

Method Name	Description
showConfirmDialog	Asks a confirming question, like yes/no/cancel.
showInputDialog	Prompt for some input.
showMessageDialog	Tell the user about something that has happened.
showOptionDialog	The Grand Unification of the above three.

- <https://docs.oracle.com/javase/7/docs/api/javax/swing/JOptionPane.html>

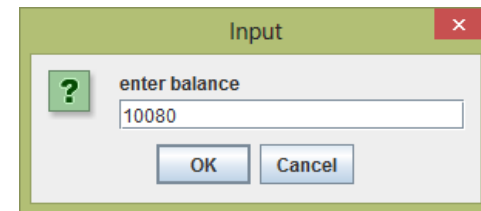
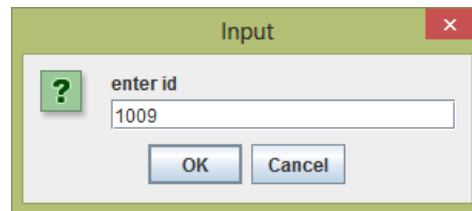
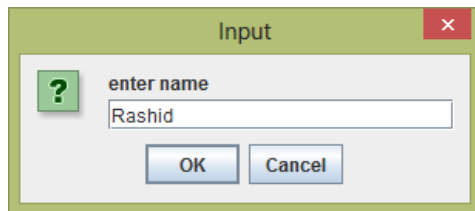


JOptionPane - EXAMPLE

```
import javax.swing.JOptionPane;

public class TestBankAccount {
    public static void main(String[] args) {
        String name = JOptionPane.showInputDialog(null, "enter name");
        String id = JOptionPane.showInputDialog(null, "enter id");
        String inpBalance = JOptionPane.showInputDialog(null, "enter balance");
        double balance = Double.parseDouble(inpBalance);

        // Creating objects
        BankAccount account = new BankAccount(name, "", balance);
        System.out.printf("Name: %s; id:%s; balance:%.1f", account.name, account.id, account.balance);
    }
}
```



Output

```
<terminated> TestBankAccount [Java Application] C:\Program Files\Java\jdk1.8.0_31\bin\jav
Name: Rashid; id;; balance:10080.0Balance before deposit: 10080.0
```