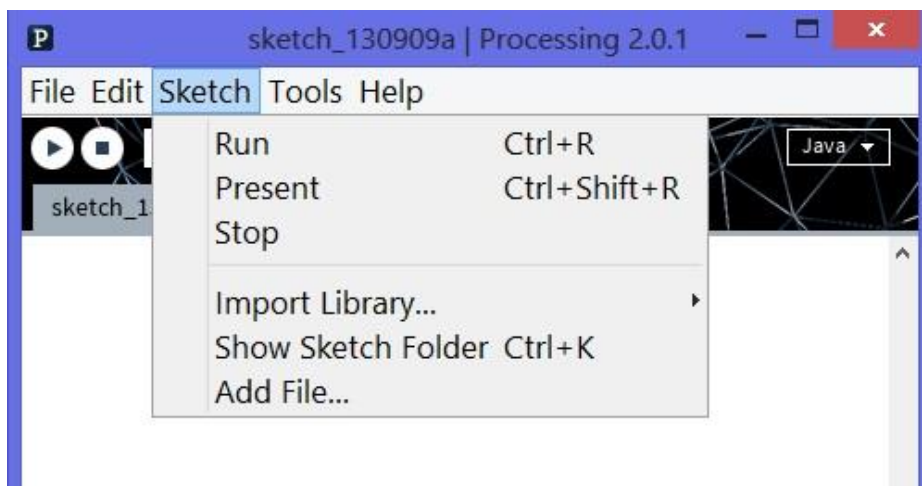


Unit 4 Lesson 3 Getting various User Input

Processing was built on Java syntax and designed with the idea of graphics and interaction with the user using the mouse. It is fairly straight forward to read one keypress at the time. However receiving keyboard input with Strings and numbers bigger than one digit requires the use of additional code. Additional Processing files are needed in order to accept various keyboard input.

1. Copy to your own home drive or usb the file Input.pde (trademark T. Heffernan)
2. Open up a new blank Processing document. Go to **Sketch->Add File..** in the menu.
3. Add input.pde. It will remain in your sketch folder along with the file with your code.



There will now be 2 tabs with **Input.pde** being visible.

4. Select the original blank file you created. Type the code of your program in it.

Chars	getChar(prompt);	char gender= getChar ("Enter gender –M for male, F for female");
String	getString(prompt);	String name= getString ("Enter your name");
Integer	getInt(prompt);	int age= getInt ("Enter your age");
Float	getFloat(prompt);	float= getFloat ("Enter your height in cm and mm") ;

5. User input practice

Design a problem of your own which will ask the user to enter 4 different kinds of data which your program will then output in a form of a sentence back to the user. For example you may ask the user what their name is, what grade they are in and who is their teacher. This may result in an output statement such as "So, Timmy you are gr. 6 student and your teacher is Mrs. Marks". Use the correct user input method for each type of input.

```
String adj = getString("Enter an adjective that is not a colour");
int colour = getInt("Enter an integer from one to ten");
char verb = getChar("Enter a letter from the english alphabet. Lowercase and Uppercase both work");
String noun = getString("Enter a noun");
float num = getFloat("Enter a number with up to 6 decimal places");
String status = getString("Enter either "dead" or "alive" with no quotes);
```

For the int and char, I'll just relate the number/character to a verb or colour

The **adj** **colour** snowman **verb** the **noun** **num** times. It **status**.

NOTE: The variables are pink so it's easier to tell which ones are variables here.