Task Two: User Input

Programmers often need to get input from the user. This can come in many forms, including mouse input, keyboard input, and even touch input. In this task, you will make a program that gets input that a user types using a keyboard.

(Hint: Store the input in a String)

There are two main ways to get user input in Java. Your group must use both at least once in this program.

Method 1: Scanner

In order to use the Scanner, a built in Java class, you must import it. Copy this statement to the very top of your program:

import java.util.Scanner;

Now the computer will know where to look for Scanner. There are a few methods that will be useful to you:

scan.nextLine(); - Gives you the entire line that the user types in

scan.next(); - Gives you the next word that the user types in

scan.nextInt(); - Formats the string that the user typed in as an int.

CAUTION: This method will give you an error if you do not type in a number

Method 2: JOptionPane

Using JOptionPane is much less common than Scanner. However, it is easier for people to use. In order to use JOptionPane, you must import it. Copy this statement to the top of your program:

import javax.swing.JOptionPane;

There are two methods that would be helpful:

JOptionPane.showMessageDialog(null, “”); - Causes a dialog box to pop up with a message

JOptionPane.showInputDialog(null, “”); - Causes a dialog box to pop up with a space to write text

Task:

Your task is to make a program that incorporates both user inputs. You must have the user enter information at least four times, and output something based on the data received. One example of an acceptable program would be a program where the computer prompts the user to enter their name, age, grade, and favorite color, and outputs a message relating to the data entered.

Good luck, and remember to ask if you have any questions.

P.S. The Java API is your friend.