* Provide identifiers in your program.
* Use capital letters so it is easier to read. Such as FirstName than firstname
* Also use underscore for the name. For example: first\_name since it is just as readable.
* You must write an import statement such as **import packageName;**
* Follow it by adding **.ClassName** (it tells Java to import class into package)
* In the end, you should get import **packageName.subPackageName.ClassName**
* Scanner is one of the numbers in classes.
* To import the Scanner class, add import **java.util.Scanner** to the top of your program.
* In order to use the scanner object, you have to prompt the user ofr input. Such as: **System.out.println(“[Prompt]”);**
* Once you instantiate an object from the class, tell the object to take action by calling the object’s name, dot, and then the complete name of the method you want to use. So, it would be **object.method();**
* If you wanted your keyboard object to take an int value from our input, you have to type: **int num = keyboard.nextInt ();**

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| --- | --- |
| Scanner Methods in the AP Subset | |
| Name | Return Value |
| nextInt() | returns the next int value in the input |
| nextDouble() | returns the next double value in the input |
| nextFloat() | returns the next float value in the input |
| nextLong() | returns the next long value in the input |
| nextByte() | returns the next byte value in the input |
| nextShort() | returns the next short value in the input |
| next() | returns the next one word string value in the input |
| nextLine() | returns the next multi-word String value in the input |