Notes Lesson 3:

# Identifiers:

* Can’t use spaces, so use capital letters at the start of the next word in the identifier or use an underscore

# Importing Packages and Classes:

* Class is a container for a program
* Java programs are organized into “packages”
  + Java has lots of other packages/classes we can use
    - Import statement!!
      * Format (all packages): “import packageName.\*;”
      * “.;” function = import all the classes inside the package
      * Format (single package): “import packageName.ClassName;”
* There also exist subpackages
  + Use “.” To denote subpackage
  + Format: “import packageName.subPackageName.ClassName”

# The Scanner Class

* Scanner is a built in Java class that is contained in “util” package
  + Import format: “import java.util.Scanner;”
* Function = scans/analyzes user input and processes the primitive data values

# Creating a Scanner Object:

* To use Scanner, need to create an object that will allow Java to execute it🡪INSTANTIATE
* Format: “Scanner keyboard = new Scanner(System.in);”
  + “keyboard” becomes a scanner object

# Prompting the User for Input:

* Use a print statement
  + Format: “System.out.println(“Prompt”);

# Methods:

* Below format tells the instantiated object to perform actions
  + Format: “object.completeMethodName();”
* Special notes:
  + nextInt() – returns next int value in input
  + nextDouble() –
  + nextFloat() –
  + nextLong() –
  + nextByte() –
  + nextShort() –
  + next() – returns the next one word string value in input
  + nextLine() – returns next multi-word string value in input
    - always use nextLine() in even numbers
      * think of it as one nextLine() starts it and the 2nd nextLine() “soaks” it up