Lesson 3:
Input in Java

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Input

```
Scanner scan = new Scanner (System.in);
String n;

System.out.println("What is your name?");
n = scan.nextLine();
System.out.println("Hello " + n + ". Nice to
    meet you");
```

Input

What is Input?

Input is pulling the information into the computer

For this to work you have to have a spot in memory to hold this value

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Variable

A name for a spot in the computer's memory

This value can change while the program runs

Declare

To create the variable in memory

We have to let Java know what types of information it will store

Example:

```
String word = "howdy";
```

Input

The Scanner class

```
Scanner scan = new Scanner(System.in);
```

This class adds input to your Java programs

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Now you try it:

Add a variable snack and ask the user what their favorite snack is. Then print

```
_ sounds delicious.
```

So if they input spinach it should output

```
spinach sounds delicious.
```

Which is correct?

```
System.out.println("Hi there n");
System.out.println("Hi there + n");
System.out.println("Hi there " + n);
```

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