Structure

Every program in Java must be developed within a class.

```
class myClass

{
   static void main(String[] args)
   {

   }
}
```
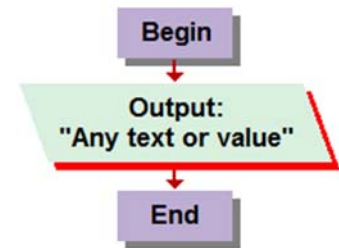
For the Console application, all the code should be inserted inside the <u>main</u> method shown below:

```
static void main(String[] args)
{
      // code is inserted here
}
```

Output (Printout)

To display a message in Java we use:

```
System.out.print ("Any text or value");

System.out.print("cursor will be at the end " +

            "of this"line if .Write is used");

System.out.println ("cursor will be at the next line if .WriteLine is used");
```

Input (Reading Values)

At the top of the program add the following API

```
import java.util.*;
```

Before asking the user to enter the first value, add the following statement:

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

Prompt the user to enter a value:

```
System.out.print ("Enter a value: ");
```

Get the value and save it in a variable matching type:

```
int i = scan.nextInt();
double d = scan.nextDouble();
String s = scan.nextLine();
```