

The Scanner class

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1. The Scanner class is used to get user input and it is found in the java.util package.
2. To use the Scanner class, create an object of the class and use any of the available methods found in the Scanner class.
3. we will use the nextInt() method, which is used to read the next integer.

E.x

```
package Testing_Package;

import java.util.Scanner;

public class NewClass
{
    public int test1(int x, int y, int z)
    {
        if (x > y) {
            return x;
        }
        else if (y > z) {
            return y;
        }
        else {
            return z;
        }
    }

    public static void main(String[] args)
    {
        int i, j, k;
        Scanner s = new Scanner(System.in);

        System.out.println("Enter 1st value");
        i = s.nextInt();

        System.out.println("Enter 2nd value");
        j = s.nextInt();

        System.out.println("Enter 3rd value");
        k = s.nextInt();

        NewClass ref = new NewClass();
        int result = ref.test1(i, j, k);
    }
}
```

```

        System.out.println(result);
    }
}

```

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Difference between string and string buffer

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String	StringBuffer
String objects are immutable	Stringbuffer objects are mutable
Once we create a string object we can't perform any changes in the existing object.	Once we create a string buffer object we can perform any type of changes in the existing object.
If we trying to perform any changes then the new object will be created.	If we trying to perform any changes then the changes will happen in the same object.
The unchangeable nature is nothing but immutability of the string	The changeable nature is nothing but mutability of the string

Difference between string buffer and string builder

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string buffer	string builder
At a time only one thread is allowed to operate on a string buffer object.	At a time multiple threads are applied
Every method present in the string buffer is synchronised.	Every method in string builder is non synchronised.
It is thread safe	It is not thread safe
Waiting time is increases hence performance decreases	Waiting time decreases hence performance increases

Note:

1. If the data is fixed and won't change frequently then we should go for **String**.
2. If the data is not fixed and keeps on changing but thread safety is required then we should go for a **String buffer**.
3. If the data is not fixed and also thread safety is not required then we should go for **String builder**.