```
// Reading various types from the keyboard, one item per line

import java.util.Scanner;   // Utilities to scan input from stream of text

public class ReadKeyboard
{
  public static void main(String [ ] args)
    {
        // create variable keyboard of type Scanner (a class)
        Scanner keyboard = new Scanner(System.in);  // object in class Scanner

        int j;
        System.out.print("Enter int j: ");   // display prompt
        j = keyboard.nextInt();              // read next integer
        keyboard.nextLine();                 // clear rest of line
        System.out.println("j is: " + j);

        String s;
        System.out.print("Enter string s: ");   // prompt
        s = keyboard.nextLine();                 // read line & toss end-of-line
        System.out.println("s is: " + s);

        double x;
        System.out.print("Enter real x: ");   // prompt
        x = keyboard.nextDouble();            // read next double
        keyboard.nextLine();                  // clear rest of line
        System.out.println("x is: " + x);

        char c;
        System.out.print("Enter char c: ");   // prompt
        c = keyboard.nextLine().charAt(0);    // read line, extract leftmost char
        System.out.println("c is: " + c);

    }

=============== Sample Run =========================

Enter int j: -376
j is: -376
Enter string s: Java came from UCSD Pascal.
s is: Java came from UCSD Pascal.
Enter real x: 8763.0034
x is: 8763.0034
Enter char c: q
c is: q
```