

Computer Programming

Lab 4

2018.03.23

Getting Input

- Use `java.util.Scanner`.

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

- To use it, you need to import `java.util.*`.

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

Getting Input

- Depending on the value you want to get:

- a. `nextInt()`
- b. `nextDouble()`
- c. `next()` or `nextLine()`

- You need to store the response to a variable.

```
int answerInt = console.nextInt();
```

Task

Write a program `MiniMath.java` that gets two inputs (`String`, `int`) and outputs an answer of the specified problem.

Type the problem (a: absolute value, l: logarithm with base 10, s: square root): (user enters s)

Type the number: (user enters 16)

Answer is 4.

Hint: You can use functions from Java's `Math` class (dealt in Lecture 3).