

Java

Scanner:-

The Scanner class is used to get user input, and it is found in the java.util package.

To use the Scanner class, create an object of the class and use any of the available methods found in the Scanner class.

Steps:-

Create the Object of scanner Class, and then using the methods of scanner we can read the value from the console.

Following are the methods available in scanner class.

Method	Description
nextBoolean()	Reads a boolean value from the user
nextByte()	Reads a byte value from the user
nextDouble()	Reads a double value from the user
nextFloat()	Reads a float value from the user
nextInt()	Reads a int value from the user
nextLine()	Reads a String value from the user
nextLong()	Reads a long value from the user
nextShort()	Reads a short value from the user