Using java.util.Scanner For Keyboard Input.

// Source Code	Notes
`import java.util.Scanner;`	Import the scanner library so we can use it
`class ScannerTest{`	
`public static void main(String args[]){`	
`Scanner sc=new Scanner(System.in);`	'sc' is the variable name (any variable name will do) all else stays the same
`System.out.println("Enter your rollno");`	
`int rollno=sc.nextInt();`	sc.nextInt() will retrieve an integer from the dialogue box
`System.out.println("Enter your name");`	
`String name=sc.next();`	sc.next() will retrieve a string and store in 'name'
`System.out.println("Enter your fee");`	
`double fee=sc.nextDouble();`	sc.nexDoublet() will retrieve a double (float)
`System.out.println("Rollno:"+rollno+" name:"+name+" fee:"+fee);`	
`sc.close();`	
`}`	
`}`	