

Scanner class :

- > It is used to get user input.
- > It is present inside util package.
- > To use the **Scanner** class, create an object of the class

Like:

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

- > Also we have to import that package in which the class is present.

Like:

```
Import java.util.*;
```

Example:

```
Import java.util.*;
```

```
Class ReadInput
```

```
{  
    Public static void main(String[] args)  
    {  
        Scanner sc = new Scanner(System.in);  
        System.out.println("Enter First digit");  
        int a = sc.nextInt();  
        System.out.println("Enter Second Number");  
        int b = sc.nextInt();  
        int c = a+b;  
        System.out.println("Sum of Two number is :"+c);  
    }  
}
```

Run Program steps:

- 1) javac ReadInput.java
- 2) java ReadInput