**Basics, variables, and user input**

Variables

Everything has to start with a class. So far, we made a code:

**class** apples{

**public** **static** **void** main (String args[]){

**double** tuna;

tuna = 5.28;

System.*out*.println("I want");

System.*out*.print(tuna);

System.*out*.println("which line?");

System.*out*.print("should be next line");

}

}

Double – Decimal points (5.28, 3.1, ½, etc.).

Int (integer) – A whole number (1, 2, 3).

When you run this, the result will be as follows:

*I want*

*5.28whichline?*

*Should be next line*

When you use “println”, the next line will be in a different line.

User Input

If we are making an input from a user possible, we’re using

**import** java.util.Scanner;

In the YouTube tutorial, we made the following code:

**import** java.util.Scanner;

**class** apples{

**public** **static** **void** main (String args[]){

Scanner bucky = **new** Scanner (System.*in*);

System.*out*.println(bucky.nextLine());

}

}

Scanner bucky = **new** Scanner (System.*in*); means that whatever we type in the keyboard, the typed word will be saved in “bucky”.

System.out.println(bucky.nextLine()) In this code, the program will wait for the user input, due to the “nextLine()” code.