

## Input Using Scanner Class

Package of Scanner Class : java.util

How to import it : **import java.util.Scanner;**

OR **import java.util.\*;**

\*\* import is a keyword used in java to import external classes into a java program

All functions of Scanner class are non-static, for this reason, to use them we need object of Scanner class to use them.

Syntax to create object of class: **Classname object\_name = new Constructor();**

\*\* Constructor and class name is always same.

To create object of Scanner Class:

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

This code will create one object to store scanner class functions and links this object to reference variable named "sc"

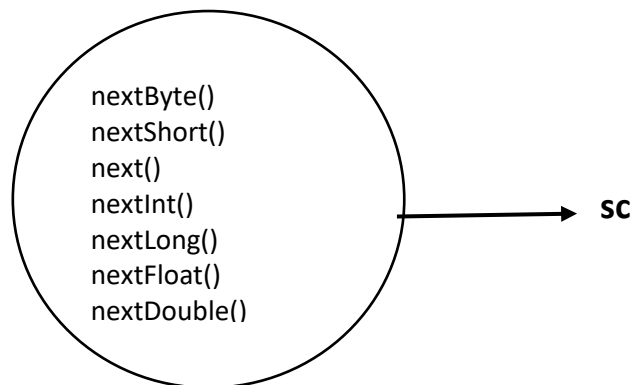


figure: *Object Of Scanner class inside memory*

Now we can access functions of Scanner class using this reference variable "sc"

### Functions Of Scanner Class

Date type of variable	Function to use
byte	nextByte()
short	nextShort()
int	nextInt()
long	nextLong()
float	nextFloat()
double	nextDouble()
String	next() to take only one word nextLine() to take more than one word
char	next().charAt(0)

Examples:

First we need object of Scanner Class: (Assuming Scanner is already imported)

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

To take an integer from user

**int a = sc.nextInt(); // call the required function through sc**

To take a number in float:

**float b= sc.nextFloat();**

To take a String()

**String s= sc.nextLine();**

To take a character

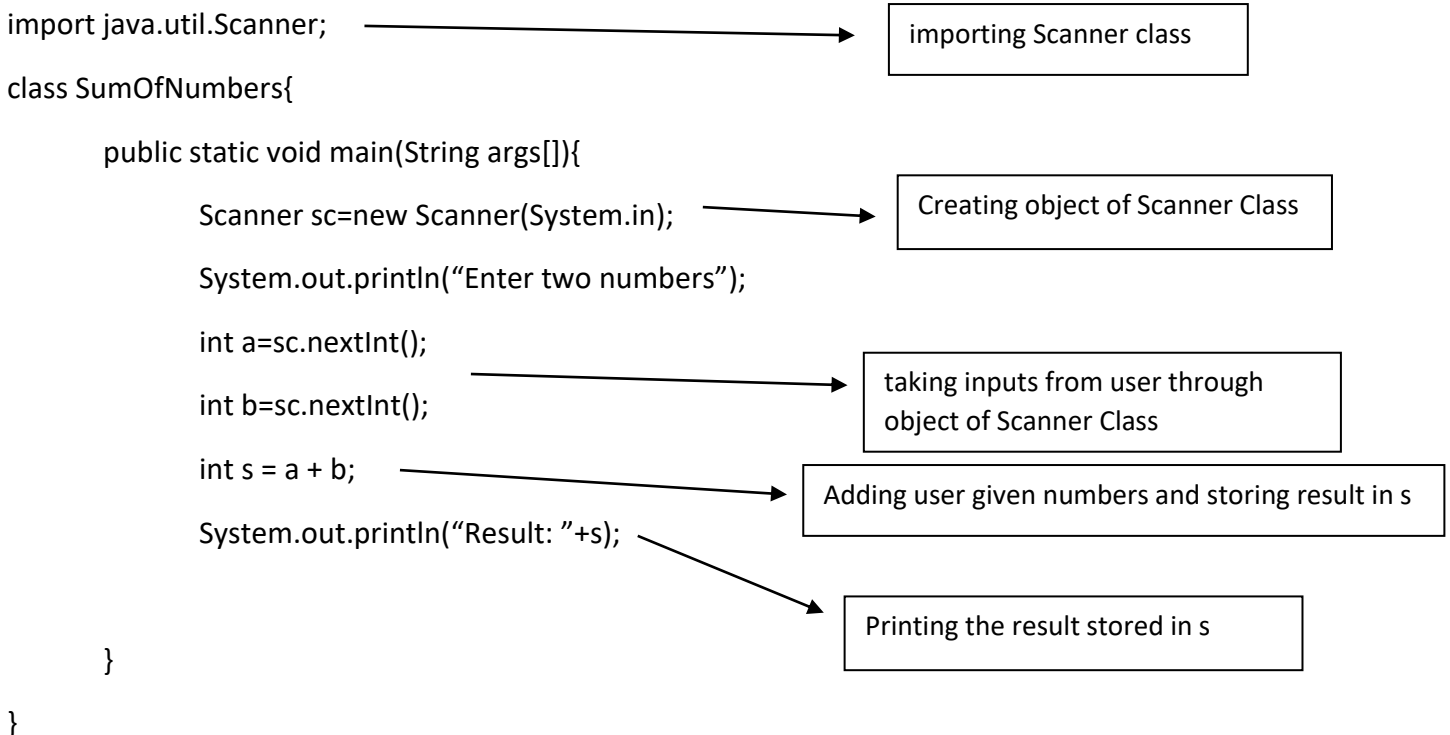
**char c= sc.next().charAt(0);**

To take a number in double

**double d= sc.nextDouble();**

### Example Program:

**Write a program to take two numbers from user and print sum of them**



**\*\* Scanner class has more functions, but for now these are all we need.**