

Scanners

Scanners parse primitive data types from user input – it's a way of getting what the user types on the keyboard, into the program.

Example uses

1. Always import the scanner class. Put this on line 1 of the code.

```
import java.util.Scanner;
```

2. Open the scanner in the class we are working in – we do this by linking it with the keyboard.

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

3. Read in the user's input into a variable where required.

```
System.out.println("Please type your name");  
String name = kb.nextLine();
```

Data Entry Types

String	kb.nextLine()
int	kb.nextInt()
double	kb.nextDouble()