

2140105 Computer Programming Lab for International Engineer.

Lab 2 Additional Material

3.3 Getting keyboard input

Java has been very difficult to get keyboard input. In the past we use **BufferedReader** to get keyboard input like this

```
BufferedReader kb = new BufferedReader(  
                                new InputStreamReader(System.in));  
String input = kb.readLine();
```

The input you entered will always be a String. You have to use **XXXX.parseXXXX** to change to numeral types yourself.

Since Java 5.0, there is a new class called **Scanner** in package **java.util** that will make keyboard input a lot easier.

- 1) `import java.util.Scanner;`
- 2) Create a Scanner object that takes as its constructor's argument, `System.in`.
- 3) Use the following methods
 - `nextLine()` to get a String
 - `nextInt()` to get an integer
 - `nextDouble()` to get a double



Your turn ⑤

Create a new class called `KeyboardInput.java` that takes integer, double, and String inputs and then prints them out in reverse order.