



# Scanner Variable

# The `Scanner` Class

- A very useful thing that you will probably want to do is let people type in something from the terminal window.
- How do you get something you type into your program? You use the built in `Scanner` class.
- The `Scanner` waits for you to type something in, then when you press return it lets you examine what was typed in.
- The `Scanner` class can be found in the `java.util` library. The `java` library has tons of types already made for you.
- To use the `Scanner` class, you need to reference it in your code. This is done with the keyword **`import`**.
  - `import java.util.Scanner;`
- The `import` statement needs to go just above the `Class` statement:
  - `public class StringVariables {`

# The **Scanner** Class

- The line below creates a Scanner machine which reads input from the user through the keyboard and then puts it into the system.
- To create a new Scanner object the code is this:
- **Scanner user\_input = new Scanner( System.in );**
- Instead of setting up an **int** variable or a **String** variable, we're setting up a **Scanner variable**. We've called ours **user\_input**.
- To get the user input, we can call into action the **next** method available to your new Scanner object.

```
import java.util.Scanner;
public class ScannerVariables {

    public static void main(String[] args) {
        Scanner user_input = new Scanner( System.in );

        String first_name;
        System.out.print("Enter your first name: ");
        first_name = user_input.next( );

        String family_name;
        System.out.print("Enter your family name: ");
        family_name = user_input.next( );

        String full_name;
        full_name = first_name + " " + family_name;

        System.out.println("You are " + full_name);
    }
}
```