JAVA SCANNER CLASS

One of the strengths of Java is the huge libraries of code available to you. Library refers to a code that has been written to do a specific job. All you need to do is to reference the library you want to use, and then call a method into action. One really useful class that handles input from a user is called *Scanner class*. The Scanner class can be found in the `java.util.library`. To use the Scanner class, you need to reference it in your code. This is done with the keyword "import." Like this:

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

The import statement needs to go just above the Class statement:

```
import java.util.Scanner;
public class StringVariable {
      //code here
}
```

The next thing you need to do is to create an object from the `Scanner class`. A class is just a bunch of

code. It doesn't do anything until you create a new object from it. To create a new Scanner

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

So instead of setting up an `int` variable or a String variable, we're setting up a Scanner variable. We've called it `user_input`. After an equals sign, we have the keyword "`new`." This is used to create new objects from a class. The object we're creating is from the Scanner class. In between round brackets we have to tell java that this will be System input (`System.in`).

To get the user input, you can call into action one of the many methods available to your new Scanner object. One of these methods is called `next`. This gets the next string of text that a user types on the keyboard:

```
String first_name;
first_name= user_input.next();
```

Thereafter we can printout the inputted result as it is stored in a variable:

```
System.out.print (first_name);
```

The code put together:

```
import java.util.Scanner;
public class StringVariables {
      Scanner user_input= new Scanner
(System.in);
      String first_name;
      first_name= user_input.next();
      System.out.print (first_name);
}
```