

# Java Programming: Guided Learning with Early Objects

## Chapter 2 - Input/Output Objectives

- Use input statements to input data into memory
- Use output statements to output results and how to format output using the method `printf`
- Debug using `println`
- Import packages and why packages are necessary
- Deal with file input and output
- Use input and output dialog boxes and become familiar with the `String` method `format`

### Input (Read) Statement Using class Scanner

- The statement creates the input stream object `console` and associates it with the standard input device ( keyboard ).
- The `Scanner` class puts data into variables from the standard input device

```
static Scanner console = new Scanner (System.in);
```

`System.in` is called standard input stream objects. It is designed to retrieve the desired input data from the standard input device in a form of byte.

- The input is:

- **Integer** : `console.nextInt()` // used when the input desired is of type integer.
- **Double** : `console.nextDouble()` // used when the input desired is of type double.
- **String** : `console.next()` // used when the input desired is of type string.
- **String** : `console.nextLine()` // retrieves input of

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