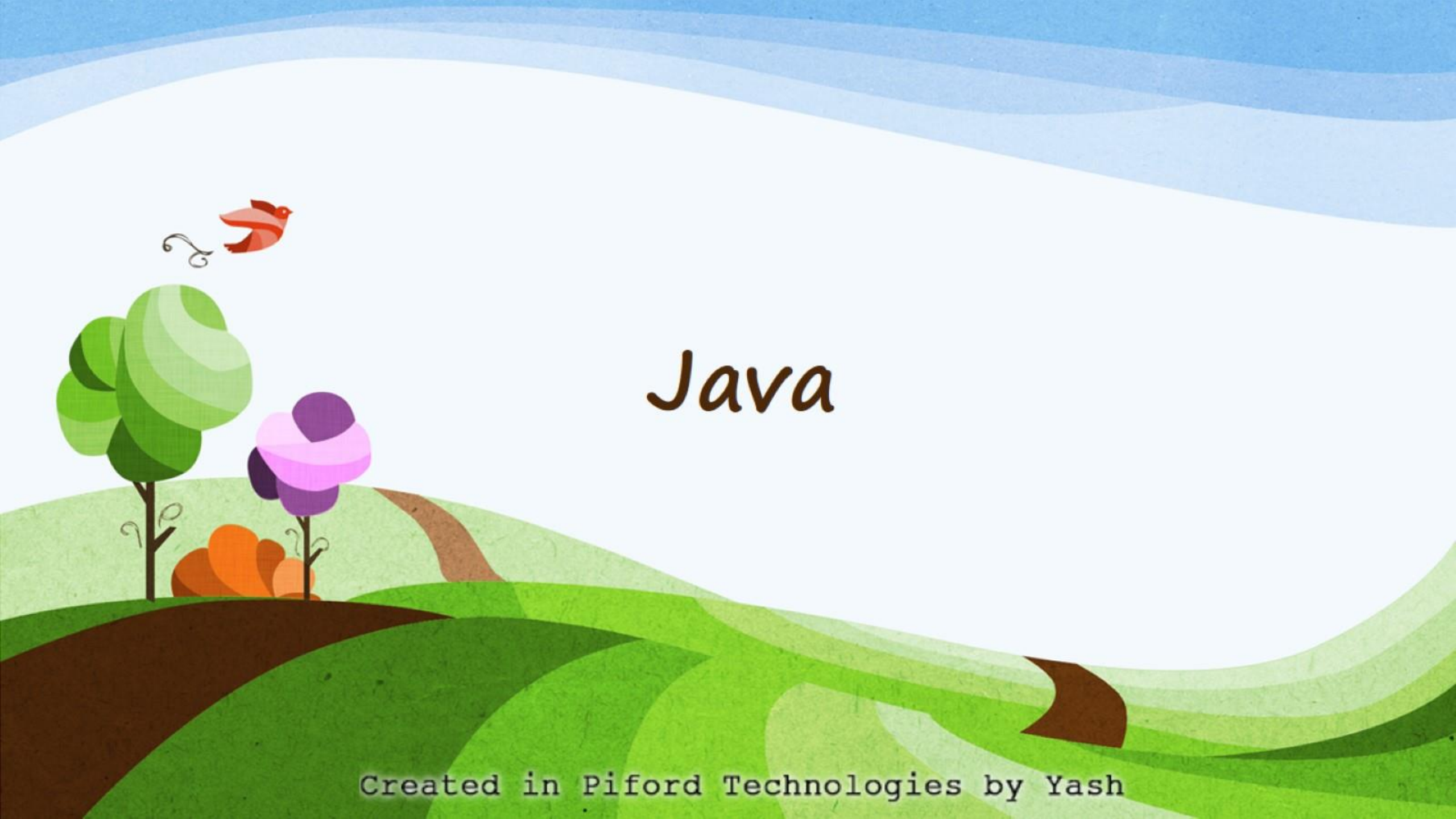
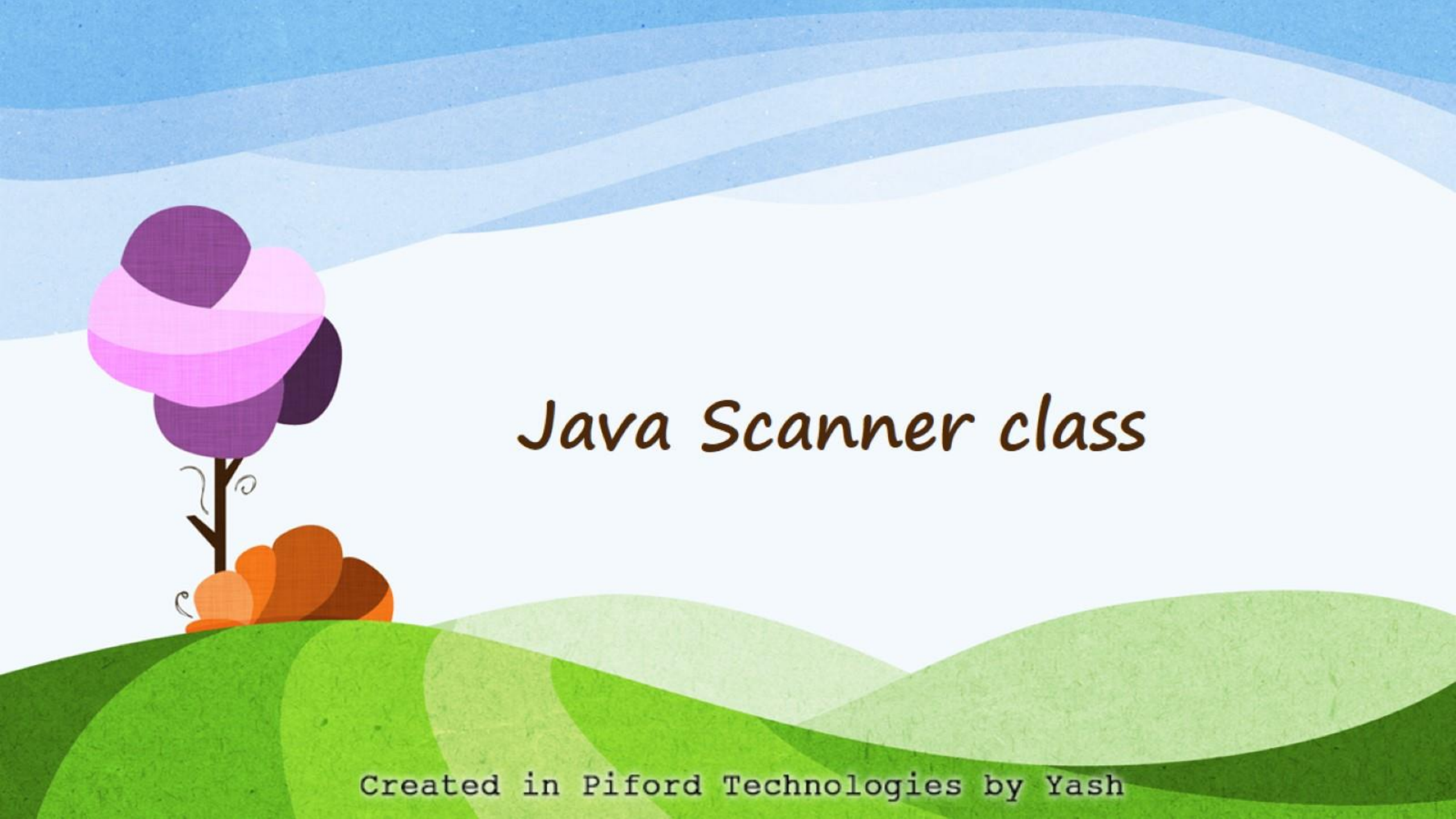


A stylized, layered landscape illustration. The foreground features rolling green hills with a dark brown path. On the left, there is a green tree, a purple flower, and an orange flower. A small red bird is flying in the sky above the tree. The background consists of light blue and white wavy bands representing the sky.

# Java

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A stylized landscape illustration featuring rolling green hills in the foreground, a small tree with a brown trunk and purple and pink foliage on the left, and blue and white wavy hills in the background.

# *Java Scanner class*

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# Java Scanner class

- There are various ways to read input from the keyboard, the `java.util.Scanner` class is one of them.
- The Java Scanner class breaks the input into tokens using a delimiter that is whitespace by default. It provides many methods to read and parse various primitive values.
- Java Scanner class extends `Object` class and implements `Iterator` and `Closeable` interfaces.

priv.java ✕

```
1 package try3;
2 import java.util.Scanner;
3 public class priv {
4     public static void main(String[] args) {
5         int a; int b; int c;
6         Scanner scan=new Scanner(System.in);
7
8         System.out.println("Enter the Value of A");
9         a=scan.nextInt();
10        System.out.println("Enter the Value of B");
11        b=scan.nextInt();
12        c=a+b;
13        System.out.println("Result: "+c);
14        scan.close();
15    }
16
17 }
18
```

<terminated> priv [Java Application]

Enter the Value of A

2

Enter the Value of B

4

Result: 6

priv.java

```
1 package try3;
2 import java.util.Scanner;
3 public class priv {
4     public static void main(String[] args) {
5         String pname; double pprice;
6         Scanner scan=new Scanner(System.in);
7
8         System.out.println("Enter Product Name");
9         pname=scan.next();
10        System.out.println("Enter Product Price");
11        pprice=scan.nextDouble();
12        System.out.println("Product Name: " + pname );
13        System.out.println("Product Price: " + pprice);
14        scan.close();
15    }
16
17 }
18
```

```
<terminated> priv [Java App
Enter Product Name
Bag
Enter Product Price
3.50
Product Name: Bag
Product Price: 3.5
```



# *Java I/O*

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# Java I/O

- Java I/O (Input and Output) is used to process the input and produce the output.
- Java uses the concept of stream to make I/O operation fast. The java.io package contains all the classes required for input and output operations.
- We can perform file handling in java by Java I/O API.

# Stream

- A stream is a sequence of data. In Java a stream is composed of bytes. It's called a stream because it is like a stream of water that continues to flow.
- In java, 3 streams are created for us automatically. All these streams are attached with console.
  1. `System.out`: standard output stream
  2. `System.err`: standard error stream
  3. `System.in`: standard input stream

# System.out: standard output stream

```
Hornet.java ✕  
1 package try5;  
2  
3 class Hornet {  
4     public static void main(String[] args){  
5         System.out.println("Yash");  
6     }  
7 }  
8
```

<terminated> Hornet Java Application  
Yash

# System.err: standard error stream

```
Hornet.java ✕  
1 package try5;  
2  
3 class Hornet {  
4     public static void main(String[] args){  
5         System.err.println("Yash");  
6     }  
7 }  
8
```

<terminated> Hornet [Java Application]

Yash

# OutputStream

- *The OutputStream is used for writing data to a destination.*