

Chapter 4 Lecture 4-1: Scanner; returns revisited; Cumulative algorithms

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Interactive Programs with Scanner

reading: 3.3 - 3.4

Interactive programs interactive program: Reads input from the console. • While the program runs, it asks the user to type input. • The input typed by the user is stored in variables in the code.

Can be tricky; users are unpredictable and misbehave.But interactive programs have more interesting behavior.

Scanner

- scanner: An object that can read input from many sources.
 - Communicates with System.in
 Can also read from files (Ch. 6), web sites, databases, ...

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- The Scanner class is found in the java.util package. import java.util.*; // so you can use Scanner
- Constructing a Scanner object to read console input: Scanner name = new Scanner(System.in);

• Example: Scanner console = new Scanner(System.in);

Scanner methods<a href="https://www.scanner.com/scanner.















Common error: Not storing
 Many students incorrectly think that a return statement sends a variable's name back to the calling method.
<pre>public static void main(String[] args) { slope(0, 0, 6, 3); System.out.println("The slope is " + result); // ERROR: }</pre>
<pre>public static double slope(int x1, int x2, int y1, int y2) { double dy = y2 - y1; double dx = x2 - x1; double result = dy / dx; return result;</pre>
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