

# Module 03 — Java I/O

## ITP 120 — Java Programming I

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### 🎯 Learning Objectives

- Use Scanner methods to read different data types from the keyboard
- Explain the `nextLine()` buffer problem and apply the correct fix
- Display dialogs and collect input using `JOptionPane`
- Format output with `printf()` and `String.format()`
- Convert between numeric types using widening and narrowing casts
- Call common `Math` class methods for calculations and random numbers

## 1. Scanner in Depth

You already know how to create a `Scanner` and read a single integer. This section covers every reading method you will use regularly.

```
import java.util.Scanner;  
  
Scanner input = new Scanner(System.in);
```

### Scanner Reading Methods

Method	Reads	Example
<code>nextInt()</code>	int value	<code>int age = input.nextInt();</code>
<code>nextDouble()</code>	double value	<code>double gpa = input.nextDouble();</code>
<code>nextLong()</code>	long value	<code>long pop = input.nextLong();</code>

Method	Reads	Example
<code>nextBoolean()</code>	true or false	<code>boolean ok = input.nextBoolean();</code>
<code>next()</code>	One word (stops at whitespace)	<code>String w = input.next();</code>
<code>nextLine()</code>	Entire line including spaces	<code>String line = input.nextLine();</code>

```
import java.util.Scanner;

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

        System.out.print("Enter your age: ");
        int age = input.nextInt();

        System.out.print("Enter your GPA: ");
        double gpa = input.nextDouble();

        System.out.print("Enter your first name: ");
        String firstName = input.next(); // one word only

        System.out.println("Age: " + age);
        System.out.println("GPA: " + gpa);
        System.out.println("Name: " + firstName);
    }
}
```

```
Enter your age: 20
Enter your GPA: 3.75
Enter your first name: Alex
Age: 20
GPA: 3.75
Name: Alex
```

 **Tip: next() vs nextLine()**

`next()` stops at the first whitespace. If the user types "Randy Michak", `next()` only captures "Randy". Use `nextLine()` when you need the full line including spaces.

 **Think of It This Way**

Scanner is like a grocery store conveyor belt. Each call to `nextInt()` or `next()` picks up the next item and advances the belt forward. It never goes backward.

## 2. The `nextLine()` Problem

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This is the most common Scanner bug beginners write. It catches almost everyone the first time.

### What Goes Wrong

When a user types a number and presses Enter, the buffer holds two things: the number, and the newline character ( `\n` ) from the Enter key. `nextInt()` reads the number and stops — it leaves that `\n` sitting in the buffer. The next `nextLine()` immediately reads that leftover newline and returns an empty string.

```
import java.util.Scanner;

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

        System.out.print("Enter your age: ");
        int age = input.nextInt();          // reads 20, leaves '\n' in buffer

        System.out.print("Enter your name: ");
        String name = input.nextLine();    // reads '\n' -- user never types!

        System.out.println("Age: " + age);
        System.out.println("Name: [" + name + "]); // prints empty brackets
    }
}
```

```
Enter your age: 20
Enter your name:
Age: 20
Name: []
```

### Common Mistake

Any time you call `nextInt()`, `nextDouble()`, `nextLong()`, or `nextBoolean()` and then call `nextLine()` right after it, you will hit this bug. Every single time.

## The Fix

Add one extra `nextLine()` call immediately after the numeric read. Its only job is to consume — throw away — that leftover newline.

```
import java.util.Scanner;

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

        System.out.print("Enter your age: ");
        int age = input.nextInt();
        input.nextLine(); // THE FIX: consume the leftover newline

        System.out.print("Enter your name: ");
        String name = input.nextLine(); // now this works correctly

        System.out.println("Age: " + age);
        System.out.println("Name: " + name);
    }
}
```

```
Enter your age: 20
Enter your name: Randy Michak
Age: 20
Name: Randy Michak
```

### Rule of Thumb

Whenever you use `nextInt()` or `nextDouble()` and you might read a full line afterward, add `input.nextLine();` immediately below it. It costs nothing and prevents the bug every time.

### Try It

Type the buggy version first and confirm the name comes out blank. Then add the one-line fix and run again. Seeing the bug yourself is the best way to remember the fix.

### 3. Dialog Boxes: JOptionPane

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Not every Java program runs in a terminal. `JOptionPane` gives you pop-up dialog boxes for desktop use. It is part of `javax.swing`, which is bundled with Java — no extra libraries needed.

```
import javax.swing.JOptionPane;
```

#### Showing a Message

`showMessageDialog()` pops up a window with text and an OK button. Pass `null` as the first argument to center it on the screen.

```
JOptionPane.showMessageDialog(null, "Hello, World!");
```

#### Getting Input

`showInputDialog()` shows a text field and returns whatever the user typed as a `String`.

```
String name = JOptionPane.showInputDialog("What is your name?");  
JOptionPane.showMessageDialog(null, "Hello, " + name + "!");
```

#### Converting Input to a Number

Because `showInputDialog()` always returns a `String`, you need to convert it when you expect a number.

```
import javax.swing.JOptionPane;

public class DialogDemo {
    public static void main(String[] args) {
        String ageStr = JOptionPane.showInputDialog("Enter your age:");
        int age = Integer.parseInt(ageStr);    // String to int

        String gpaStr = JOptionPane.showInputDialog("Enter your GPA:");
        double gpa = Double.parseDouble(gpaStr); // String to double

        JOptionPane.showMessageDialog(null,
            "Age: " + age + "\nGPA: " + gpa);
    }
}
```

### Key Terms

- **Integer.parseInt(str)** — converts a String like "42" into the int 42
- **Double.parseDouble(str)** — converts a String like "3.14" into the double 3.14

### Watch Out

If the user types "abc" or leaves the field blank, `parseInt()` and `parseDouble()` will crash with a `NumberFormatException`. Exception handling is covered later in the course.

## 4. Formatted Output: printf()

`System.out.printf()` gives you precise control over how output looks. You define a format pattern and plug in values.

```
System.out.printf(formatString, value1, value2, ...);
```

## Format Specifiers

Specifier	Meaning	Example	Output
<code>%d</code>	Integer	<code>printf("%d", 42)</code>	42
<code>%f</code>	Decimal (float/double)	<code>printf("%f", 3.14)</code>	3.140000
<code>%s</code>	String	<code>printf("%s", "Java")</code>	Java
<code>%n</code>	Newline (platform-safe)	Use instead of <code>\n</code> inside <code>printf</code>	
<code>%.2f</code>	Decimal, 2 places	<code>printf("%.2f", 3.876)</code>	3.88
<code>%10.2f</code>	10 wide, 2 decimal places, right-aligned	<code>printf("%10.2f", 3.5)</code>	right-justified in 10 chars
<code>%-10s</code>	String, 10 wide, left-aligned	<code>printf("%-10s", "Hi")</code>	left-justified in 10 chars

```
public class PrintfDemo {
    public static void main(String[] args) {
        String name = "Alice";
        int age = 21;
        double gpa = 3.876;

        System.out.printf("Name: %s%n", name);
        System.out.printf("Age: %d%n", age);
        System.out.printf("GPA: %.2f%n", gpa); // rounds to 2 decimal places
    }
}
```

```
Name: Alice
Age: 21
GPA: 3.88
```

## Column Alignment

```
System.out.printf("%-15s %5d %8.2f%n", "Alice", 21, 3.876);  
System.out.printf("%-15s %5d %8.2f%n", "Bob", 19, 2.950);  
System.out.printf("%-15s %5d %8.2f%n", "Charlie", 22, 3.100);
```

```
Alice          21      3.88  
Bob            19      2.95  
Charlie        22      3.10
```

### Think of It This Way

The format string is a form with blanks to fill in. Each `%` placeholder is a blank, and the values after the comma fill them in left to right.

### Use `%n` in `printf`

Inside `printf()` format strings, use `%n` for newlines. It outputs the correct newline character for whatever operating system is running the program.

## 5. `String.format()`

`String.format()` uses the exact same format specifiers as `printf()`, but instead of printing it *returns* a formatted String you can store or use anywhere.

```
String message = String.format("Name: %-10s  GPA: %.2f", "Alice", 3.876);  
System.out.println(message);
```

```
Name: Alice      GPA: 3.88
```

This is especially useful with `JOptionPane`, where you are building a string for a dialog box:

```
import javax.swing.JOptionPane;

public class FormatDialog {
    public static void main(String[] args) {
        String name = "Randy";
        double balance = 1234.5;

        String msg = String.format("Account: %s\nBalance: $%,.2f", name, balance);
        JOptionPane.showMessageDialog(null, msg);
    }
}
```

```
Account: Randy
Balance: $1,234.50
```

### **printf vs String.format**

- **printf()** — formats and prints immediately. Returns void.
- **String.format()** — formats and returns a String you can use later.

Same format specifiers. Different purpose.

## 6. Type Conversion (Casting)

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Java is strongly typed. You cannot freely mix types, but you can convert between them. Two kinds: widening (automatic) and narrowing (manual).

### Widening — Automatic

Going from a smaller type to a larger one is always safe — no data is lost. Java handles it automatically.

```
int x = 42;
double d = x; // int to double, no cast needed
System.out.println(d); // 42.0

long big = 100L;
double bigD = big; // long to double, still automatic
```

## Narrowing — Manual Cast Required

Going from a larger type to a smaller one can lose data. Java forces you to be explicit with a cast operator: the target type in parentheses.

```
double price = 9.99;
int dollars = (int) price; // truncates -- drops the decimal
System.out.println(dollars); // 9, NOT 10 -- casting does NOT round

double gpa = 3.876;
int truncated = (int) gpa;
System.out.println(truncated); // 3
```

### Casting Truncates — It Does Not Round

Casting a double to an int drops the decimal portion entirely. `(int) 9.99` gives you 9, not 10. Use `Math.round()` if you need rounding.

## Widening Order

```
// byte short int long float double
//
// Left to right = widening (automatic)
// Right to left = requires a cast
```

## Integer Division Gotcha

Dividing two integers gives you integer division — the decimal is discarded. This surprises beginners constantly.

```
int a = 7;
int b = 2;

System.out.println(a / b);           // 3 -- decimal dropped!
System.out.println((double) a / b); // 3.5 -- cast one operand first
```

### Try It

What does `(int) 3.999` give you? What about `(int) -3.7`? Run it and check — the behavior on negative numbers surprises students every time.

## 7. The Math Class

The `Math` class is built into Java — no import needed. Every method is static, so you call them directly: `Math.methodName()`.

### Core Math Methods

Method	What It Does	Example	Result
<code>Math.pow(base, exp)</code>	Raises base to a power	<code>Math.pow(2, 10)</code>	1024.0
<code>Math.sqrt(x)</code>	Square root	<code>Math.sqrt(25)</code>	5.0
<code>Math.abs(x)</code>	Absolute value	<code>Math.abs(-7)</code>	7
<code>Math.round(x)</code>	Rounds to nearest integer	<code>Math.round(3.7)</code>	4
<code>Math.random()</code>	Random double 0.0 to <1.0	<code>Math.random()</code>	e.g. 0.482...

```
public class MathDemo {
    public static void main(String[] args) {
        System.out.println(Math.pow(3, 4));    // 81.0
        System.out.println(Math.sqrt(144));    // 12.0
        System.out.println(Math.abs(-25));     // 25
        System.out.println(Math.round(4.5));   // 5
        System.out.println(Math.round(4.4));   // 4
    }
}
```

## Random Numbers in a Range

`Math.random()` gives you a decimal between 0.0 (inclusive) and 1.0 (exclusive). To get a random integer in a specific range, use this formula:

```
// Random int from min to max (inclusive):
int num = (int)(Math.random() * (max - min + 1)) + min;

// Example: random number from 1 to 6 (simulating a die roll):
int die = (int)(Math.random() * 6) + 1;
System.out.println("You rolled: " + die);
```

*You rolled: 4*

### Math Methods Return double

`Math.pow()`, `Math.sqrt()`, and `Math.random()` all return `double`. If you need an `int`, cast the result: `(int) Math.pow(2, 8)` gives you 256.

### Try It

Write a program that asks the user to enter a number and then prints its square root, its absolute value, and whether it rounds up or down to the nearest integer.

## Summary

### Module 03 Key Takeaways

- **Scanner** reads different types with different methods: `nextInt()` , `nextDouble()` , `next()` , `nextLine()` , etc.
- **The `nextLine()` bug** happens when a numeric read leaves a newline in the buffer. Fix it with an extra `input.nextLine();` call.
- **JOptionPane** provides GUI dialogs: `showMessageDialog()` displays, `showInputDialog()` collects. Input always comes back as a String.
- **Integer.parseInt()** and **Double.parseDouble()** convert Strings to numbers.
- **printf()** formats and prints; **String.format()** formats and returns. Same specifiers: `%d` , `%f` , `%s` , `%n` .
- **Widening** (e.g., int to double) is automatic. **Narrowing** (e.g., double to int) requires a cast and truncates.
- **Math class** methods are static: `Math.pow()` , `Math.sqrt()` , `Math.abs()` , `Math.round()` , `Math.random()` .
- Random int in a range: `(int)(Math.random() * (max - min + 1)) + min`

## Vocabulary Review

Term	Definition
<b>Scanner</b>	A Java class that reads input from the keyboard (or other sources) one token or line at a time
<b>nextLine()</b>	Scanner method that reads an entire line of input including spaces
<b>next()</b>	Scanner method that reads one word, stopping at whitespace
<b>JOptionPane</b>	A Swing class that provides pop-up dialog boxes for displaying messages and collecting input

Term	Definition
<b>showInputDialog()</b>	JOptionPane method that shows a text-entry dialog and returns the user's input as a String
<b>Integer.parseInt()</b>	Method that converts a String containing an integer value into an actual int
<b>Double.parseDouble()</b>	Method that converts a String containing a decimal value into an actual double
<b>printf()</b>	Output method that uses format specifiers to control exactly how values are displayed
<b>String.format()</b>	Same formatting rules as printf() but returns a String instead of printing
<b>Format specifier</b>	A placeholder in a printf format string (like %d, %f, %s) that gets replaced by a value
<b>Widening conversion</b>	Automatically converting a smaller type to a larger type (e.g., int to double) with no data loss
<b>Narrowing conversion</b>	Manually casting a larger type to a smaller one; may lose data through truncation
<b>Cast operator</b>	The syntax (type) used to force a narrowing conversion, e.g., (int) myDouble
<b>Truncation</b>	Dropping the decimal portion when casting a floating-point number to an integer
<b>Math class</b>	A built-in Java class with static methods for common mathematical operations
<b>Math.random()</b>	Returns a random double value between 0.0 (inclusive) and 1.0 (exclusive)

## Knowledge Check

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Circle the letter of the best answer for each question.

1. Which Scanner method reads an entire line of text, including spaces?

- A) `next()`
- B) `nextToken()`
- C) `nextLine()`
- D) `nextString()`

2. What is the correct way to create a Scanner object to read from the keyboard?

- A) `Scanner input = new Scanner(keyboard);`
- B) `Scanner input = new Scanner(System.in);`
- C) `Scanner input = Scanner.create();`
- D) `Scanner input = new Scanner(console);`

3. You call `nextInt()` followed immediately by `nextLine()`. The `nextLine()` returns an empty string. What is the most likely cause?

- A) The user pressed Backspace
- B) `nextInt()` consumed the newline character
- C) `nextLine()` does not work after `nextInt()`
- D) The leftover newline from pressing Enter was not consumed

4. Which JOptionPane method displays a message in a pop-up dialog?

- A) `showMessageDialog()`
- B) `displayMessage()`
- C) `popupMessage()`
- D) `showDialog()`

5. The user types "25" in a JOptionPane input dialog. To store it as an integer, you write:

- A) `int n = Integer.convert(str);`
- B) `int n = (int) str;`
- C) `int n = str.toInt();`
- D) `int n = Integer.parseInt(str);`

6. What does the format specifier `%.2f` do?

- A) Prints a float with exactly 2 total digits
- B) Prints a decimal number rounded to 2 decimal places
- C) Multiplies the value by 2 before printing
- D) Prints 2 copies of the floating-point value

7. You want to format a value into a String without printing it yet. Which method should you use?

- A) `System.out.printf()`
- B) `String.print()`
- C) `String.format()`
- D) `System.out.format()`

8. What is the result of `(int) 7.9` in Java?

- A) 8 (rounds up)
- B) 7 (truncates)
- C) 8.0
- D) A compilation error

9. Which of the following generates a random integer between 1 and 10 inclusive?

- A) `(int)(Math.random() * 10)`
- B) `Math.random(10)`
- C) `(int)(Math.random() * 10) + 1`
- D) `(int)(Math.random()) + 10`

10. Which statement about widening type conversion is true?

- A) It requires an explicit cast operator
- B) It may cause data loss
- C) It happens automatically because no data is lost
- D) It only works between String types

## Answer Key

Question	Answer	Explanation
1	<b>C</b>	<code>nextLine()</code> reads an entire line of text as a String.
2	<b>B</b>	<code>Scanner keyboard = new Scanner(System.in);</code> creates a Scanner.
3	<b>D</b>	After <code>nextInt()</code> , the newline remains in the buffer. Call <code>nextLine()</code> to consume it.
4	<b>A</b>	<code>JOptionPane.showMessageDialog(null, "text")</code> displays a dialog box.
5	<b>D</b>	<code>JOptionPane.showInputDialog()</code> returns a String; use <code>Integer.parseInt()</code> to convert.
6	<b>B</b>	<code>%.2f</code> formats a floating-point number to exactly 2 decimal places.
7	<b>C</b>	<code>String.format()</code> returns a formatted String; <code>printf()</code> prints directly.
8	<b>B</b>	Casting <code>(int)3.99</code> truncates to 3 — it does not round.
9	<b>C</b>	The formula <code>(int)(Math.random() * range) + min</code> generates a random number in range.
10	<b>C</b>	Widening conversion (int to double) happens automatically in Java.

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