

Scanner class is responsible for any user input of data which is defined in java.util package. To show its use let us see the following example:—

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M T W T F S S
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16 17 18 19 20 21 22
23 24 25 26 27 28 29 30
Friday

Some prev. univ. questions with answers in java:— (with Explanation)

Q Write a prog in java to generate even numbers between 1 to 20 (any given no)

```

import java.util.Scanner;
class Even {
    int range;
    Even(int r) { range = r; }
    void show () {
        int i; System.out.println("The even numbers
        from 1 and upto " + range + " are:");
        for (i = 1; i <= range; i++)
        {
            if (i % 2 == 0) continue;
            System.out.print(i + " ");
        }
    } // show() closed
}

```

```

public static void main (String a []) {
    Scanner in = new Scanner (System.in);
    int x; System.out.print ("Enter a Range:");
    x = in.nextInt (); Even obj = new Even (x);
    obj.show (); } // main closed
} // class Even closed

```

Explanation:

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WK 9 (060-305)

Scanner is a class defined in `util` package whose constructor takes data as argument the standard input device - System.in

By using Scanner class objects 'in', we have called nextInt() method for reading data from keyboard and typecasted to integer type and stored into integer type variable - 'x'.

We have made object of Even class by passing the variable 'x' in constructor of Even class as an argument as:-

```
Even obj = new Even(x);
```

Later, we have called function show() with the help of object - 'obj' of Even class - obj.show();

→ Even class has an instance variable named range of integer type.

→ It has a constructor with one int argument.

→ It has a method named show() with no return type.

In main function - User data input is stored into a local variable - x. This variable's value is passed in constructor & transferred to instance variable of the class - range. Then show function performs its task to print even numbers from 1 to range.