Brief Into to User Input/Output for Challenge Problems

Java – Console I/O (i.e. keyboard input & screen output) is the expected form of input/output. Use **System.out.println** (or **System.out.print**, as appropriate) for output. The following information may be useful to implement keyboard input:

1. First, make sure that the following "import" statement is included at the very top of the code**: import java.io.*;**

2. Before doing any keyboard input, declare a **BufferedReader** object (named "**br**" in the following example) tied to **System.in**:
   BufferedReader br =
     new BufferedReader(new InputStreamReader(System.in));

3. Use this object to read Strings (one line at a time) from the keyboard; for example:
   System.out.println("Enter one line of input:");
   String s = br.readLine();
   System.out.println("Enter another line of input:");
   String t = br.readLine();

   The above fragment would read two lines from the keyboard; s references the String that is the first line of input, while t references the second line.

4. Use **Integer.parseInt** or **Double.parseDouble** to convert any Strings to ints or doubles, respectively. Reading a line of input and converting it to a numeric type can be done in one statement; for example:
   int i = Integer.parseInt(br.readLine());

5. Finally, any methods that contain a call to readLine (as well as methods that call a method that calls readLine, etc.) need a "**throws Exception**" clause in the method header. For example:
   public static void main(String[] args) throws Exception {
     ... // call to readLine somewhere in here }

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