

Oct 16-7:52 AM

## DecimalFormat - Formatting Numbers

```
DecimalFormat formatMachine = new DecimalFormat("###.00");
```

REQUIRED

The name of the "decimal formatting agent" in the JAVA library that you are "retrieving"!

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```
DecimalFormat formatMachine = new DecimalFormat("###.00");
```

↑  
ANY NAME YOU WANT  
This is the name of the decimal formatting object that we are actually creating!

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```
DecimalFormat formatMachine = new DecimalFormat("###.00");
```

↑  
REQUIRED  
Tells JAVA to create a new decimal formatting object ... think of it as making a formatting machine called "formatMachine"

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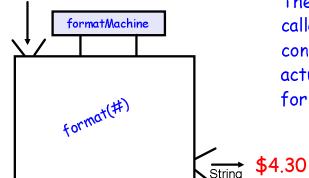
```
DecimalFormat formatMaching = new DecimalFormat("###.00");
```

PARAMETER PASSED TO THE FORMATTER  
\$ - Print me a \$ sign at the beginning, no matter what!  
# - If there is a number there, print it!  
0 - If there isn't a number there, I want to see a 0

\* Notice that DecimalFormat takes in String variables

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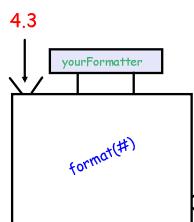
4.3



The formatting object called "formatMachine" contains a method that actually does the formatting for me ...

```
DecimalFormat formatMachine = new DecimalFormat("###.00");
System.out.println(formatMachine.format(4.3));
```

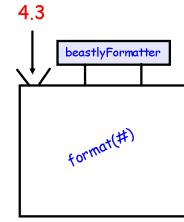
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The formatting object called "yourFormatter" contains a method that actually does the formatting for me ...

```
DecimalFormat yourFormatter = new DecimalFormat("00.##");
System.out.println(yourFormatter.format(4.3));
```

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The formatting object called "beastlyFormatter" contains a method that actually does the formatting for me ...

```
DecimalFormat beastlyFormatter = new DecimalFormat("dd#.00011");
System.out.println(beastlyFormatter.format(4.3));
```

Annotations: Look at the dogFormatter Object, Fetch its format method, Format this!, Print dd before, Print 3 #'s make 0 if no number, Print 11 at end, Print #'s if there is none.

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```
import java.text.*; //import library item that can format!
//placed right after package name at top

DecimalFormat formatMachine = new DecimalFormat("This is my $###,###.00");
System.out.println(formatMachine.format(1000325.9));

Output: [REDACTED]
```

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### One Last Note ...

In order for any of this to work,

```
Package Lesson06;
import java.text.*;
```

We need to tell java to go get the "book in the JAVA library" that contains the tool to do DecimalFormat. Import all of the JAVA text "tools"

```
DecimalFormat myFormatter = new DecimalFormat("$###.00");
```

Only 0, #, and comma do anything right now ...
Anything else just prints

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Remember DecimalFormat needed ...

```
import java.text.*;
```

For Keyboard input we need ...

```
import java.util.*;
```

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### Remember This???

```
DecimalFormat formatMachine = new DecimalFormat("$###.00");
```

↑  
ANY NAME YOU WANT  
This is the name of the decimal formatting object that we are actually creating!

```
DecimalFormat formatMachine = new DecimalFormat("$###.00");
```

↑  
REQUIRED  
The name of the "decimal formatting agent" in the JAVA library that you are "retrieving"!

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To get keyboard input, we need to know ...

```
Scanner myKBreader = new Scanner(System.in);
```

ANY NAME YOU WANT

This is the name of the Scanner object that we are actually creating!

```
Scanner yourKBreader = new Scanner(System.in);
```

REQUIRED

The name of the "type of agent" in the JAVA library that you are "retrieving"!

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To get keyboard input, we need to know this ...

```
Scanner myKBreader = new Scanner(System.in);
```

REQUIRED

Tells JAVA to create a new Scanner object ... think of it as making a scanning machine called "myKBreader"

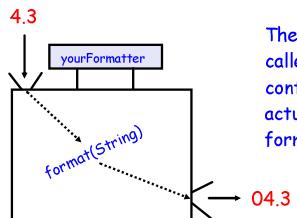
```
Scanner myKBreader = new Scanner(System.in);
```

PARAMETER PASSED TO THE SCANNER  
We are scanning and passing whatever the system takes in!

\* Notice that Scanner takes in anything! (int, double, String ...)

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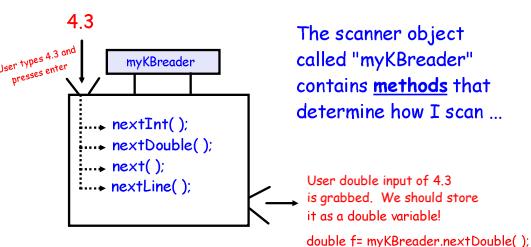
Remember This???



The formatting object called "yourFormatter" contains a method that actually does the formatting for me ...

```
DecimalFormat yourFormatter = new DecimalFormat("00.##");
System.out.println(yourFormatter.format(4.3));
```

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The scanner object called "myKBreader" contains methods that determine how I scan ...

User double input of 4.3 is grabbed. We should store it as a double variable!  
double f = myKBreader.nextDouble();

```
Scanner myKBreader = new Scanner(System.in);
System.out.println(myKBreader.nextDouble());
```

Need nextDouble()  
Since 4.3 is a double!

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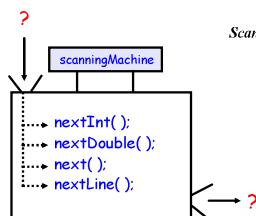
Most Basic Scanner Program ...

```
Scanner scanningMachine = new Scanner(System.in);
System.out.println("Type your favorite integer: ");
int yourNumber = scanningMachine.nextInt();
System.out.println("Your number: " + yourNumber);

*** Analyze this line-by-line ***
(next slide)
```

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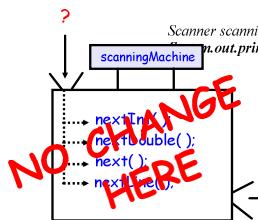
Step 1: Build the Scanner Object ...



```
Scanner scanningMachine = new Scanner(System.in);
```

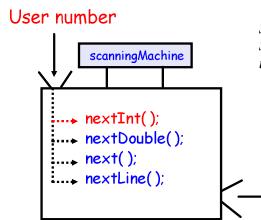
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## Step 2: Output a request for user input ...



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## Step 3: Scan the user integer that is entered ...



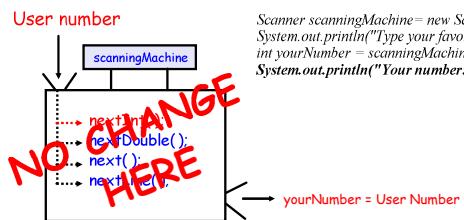
```

Scanner scanningMachine = new Scanner(System.in);
System.out.println("Type your favorite integer: ");
int yourNumber = scanningMachine.nextInt();
    
```

yourNumber = User Number

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## Step 4: Output is displayed ...



```

Scanner scanningMachine = new Scanner(System.in);
System.out.println("Type your favorite integer: ");
int yourNumber = scanningMachine.nextInt();
System.out.println("Your number: " + yourNumber);
    
```

yourNumber = User Number

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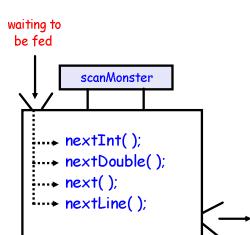
## Scanner Summary ...

```

import java.util.*; //required to access scanner "builder"
Scanner scanMonster = new Scanner(System.in); //builds scanner

scanMonster.nextInt(); // grabs an integer
scanMonster.nextDouble(); // grabs a double
scanMonster.next(); // grabs the next "item" before whitespace
scanMonster.nextLine(); // grabs everything entered
    
```

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Scanner scanMonster = new Scanner(System.in);

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## Some final examples to analyze ...

```

Scanner numberEater = new Scanner(System.in);
System.out.println("Enter a number (no decimals): ");
int b = numberEater.nextInt();
b = 2*b;
System.out.println("I changed your number and got " + b);
    
```

\* note: if the user enters a double, an error occurs ... doubles can not be stored as integers!

If the user input is 5, the output will be: I changed your number and got 10

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## Example #2 ...

```
Scanner souperCool = new Scanner(System.in);
System.out.println("Enter a decimal number: ");
double a = souperCool.nextDouble();
a += 3;
System.out.println("I changed your number and got " + a);
```

\* note: if the user enters an integer, it is simply converted to a double (as usual).

If the user input is 5.1, the output will be: I changed your number and got 8.1

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## Example #3 ...

```
Scanner takeAll = new Scanner(System.in);
System.out.println("Type a one sentence thought: ");
String userThought = takeAll.nextLine();
System.out.println("Your thought: " + userThought + "");
```

\* note: nextLine() grabs all of the user input as one big string

If user input is hello world, the output will be: Your thought: "hello world"

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## Example #4 ...

```
Scanner takeIt= new Scanner(System.in);
System.out.println("Type a one sentence thought: ");
String firstThought = takeIt.next();
System.out.println("Your 1st thought was: " + firstThought + "");
```

\* note: next() grabs all of the user input until the first "whitespace"

If user input is My name is Me, the output will be: Your 1st thought was: "My"

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## Things to do ...

1. Read and complete the Decimal Formatting WS
2. Read and complete the Scanner Input WS

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