1)

int N=Integer.parseInt(JOptionPane.showInputDialog("N="));

import javax.swing.\*;

public class NewMain {

static int s;

public static void main(String[] args) {

// System.out.println( "s= "+ s);

int N=Integer.parseInt(JOptionPane.showInputDialog("N="));

s= s+N;

System.out.println( "n= "+ N+ "s="+s);

}

2)

import java.io.\*;

public class NewMain1

public static void main(String[] args){

String sentence = "";

int wordLenght = 0;

String myWord = "";

InputStreamReader is = new InputStreamReader(System.in);

BufferedReader bis = new BufferedReader(is);

try

{

System.out.println("Itrodu propoziţia: ");

sentence = bis.readLine();

System.out.println("Introdu lungimia cuvântului ");

wordLenght = Integer.parseInt(bis.readLine());

System.out.println("Introdu cuvîntul care trebue concatenat");

myWord = bis.readLine();

System.out.println("Numar incrimentat "+ ++wordLenght);

System.out.println("Fraza concatenata "+ sentence.concat(myWord));

}

catch (IOException e)

{

e.printStackTrace();

}

}}

3) Clasa Scanner

Metoda nextLine() pentru a citi un rind de la console sau din scanner.

import java.util.\*;

public class NewMain3 {

public static void main(String[] args) {

Scanner scanner = new Scanner("Salut,\n" +

"Buna,\n" +

"Hay,\n" +

"Privet");

for (int i=0; i<4; i++){

String s = scanner.nextLine();

System.out.println(s);}

}}

2.2 Scaner

Scanner intr = new Scanner(System.in);

System.out.println("Al doilea program");

String s= intr.nextLine();

int n;

System.out.println("Nr de propoziţii");

n = intr.nextInt();

System.out.println(n +" " +s);

}

}

Metoda nextInt() pentru a citi un număr întreg de la console

import java.util.\*;

public class NewMain4 {

public static void main(String[] args) {

Scanner sc = new Scanner(System.in);

System.out.println("Întrodu un număr:");

int number = sc.nextInt();

System.out.println("Numarul este = " + number);

}

}

Metodele **hasNextInt(), hasNextLine(), hasNextByte()**, **hasNextShort()**, **hasNextLong()**, **hasNextFloat()**, **hasNextDouble() servesc pentru a aprecia dacă datele întroduse sunt de tipul dat.**

import java.util.\*;

public class NewMain5 {

public static void main(String[] args) {

Scanner sc = new Scanner(System.in);

System.out.println("Întrodu o dată:");

if (sc.hasNextInt()) {

int number = sc.nextInt();

System.out.println("Este număr întreg " + number);}

if (sc.hasNextFloat()) {

float number2 = sc.nextFloat();

System.out.println("Este un numar real " + number2);

} else {

System.out.println("Este tip necunoscut!");

}

}

1 variant

import javax.swing.\*;

public class Imput {

static int c;

public static void main(String[] args) {

System.out.println("Introduce valoarea c ");

int s=Integer.parseInt(JOptionPane.showInputDialog("c="));

c=s\*s;

System.out.println("c= "+c+" s= "+s);

}}

2 variant

import java.io.\*;

public class Imput\_consola {

public static void main(String[] args){

int c;

int s=0;

InputStreamReader is = new InputStreamReader(System.in);

BufferedReader bis = new BufferedReader(is);

System.out.println("Introdu valoarea c");

try{

s = Integer.parseInt(bis.readLine());

}

catch (IOException e)

{

e.printStackTrace();

}

c=s\*s;

System.out.println("c= "+c+" s= "+s);

}}

3 variant

import java.util.\*;

public class ImputScaner {

static int c;

public static void main(String[] args) {

System.out.println("Introdu valoarea c");

Scanner scanner = new Scanner(System.in);

int s = scanner.nextInt();

c=s\*s;

System.out.println("c= "+c+" s= "+s);

}}