
JAVA Fundamentals

Scanner Class: Challenge

Information

You will be using an object of the Scanner class to help gather and display information from the user. Remember that you will need to include the following statement prior to your class header: `import java.util.Scanner;`

Procedure

Create a class called Information

1. In your main method, create your Scanner object: `Scanner scan = new Scanner(System.in);`
2. Declare variables for the following information: first name, last name, age, favorite color, favorite ice cream flavor, and lucky number. (REMINDER: use the right data type for each variable)

Prompt the user

3. Before you assign values to your variables, use the `println()` method to tell the user what info you need from them.
4. Use the `scan.next()` or the `scan.nextInt()` method as needed to assign your values.

Display the info

5. Finally, use several `println()` methods to display the entered information all together.
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