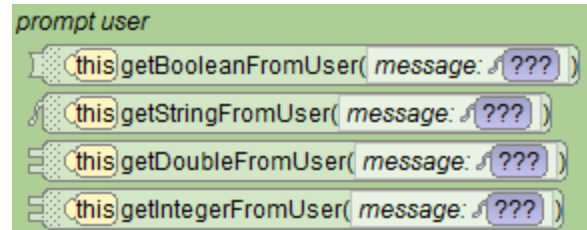


User Input

The goal of this lesson is to learn how to get input from the user and store those values in variables. You will be able to ask the user for information such as his name and age, and then use that information later in the program.

Prompt User Functions

When you click on the functions tab in the methods panel, you will see four functions to get each of the basic types from the user: Boolean, String, Double, and Integer. Each of these functions has an argument "message." The value you put in for the message is the prompt that the user will see.

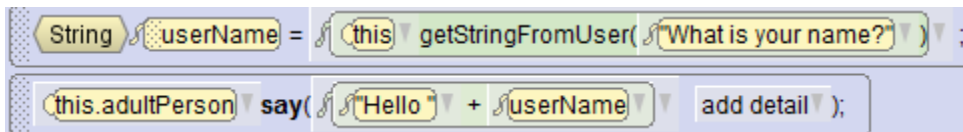


Declare a variable

If we want to ask the user his name, we will declare a String variable called name. If doesn't matter what we use for the initial value, because we will replace it by dragging in the getStringFromUser function. After we drop it, we will be asked for a string: We will type in the prompt, "What is your name?"

Use the value

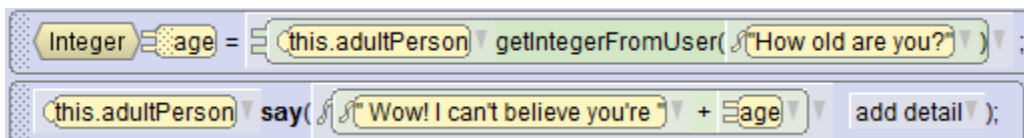
Once we have the users name stored in a variable, we can use it in the program to say hello:



Notice the space after the word "hello " in the first part of the say command. That space must be there in order to have a space between the word "Hello" and the users name.

Integers

We can declare an integer and use the getIntegerFromUser function. This time the value of the message argument is "How old are you?"



Again, there is a space after the first part of the say command before the variable age.



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Double

We can declare a double and use the `getDoubleFromUser` function. All of the move, turn and roll commands require a double, so that is another value we can get from the user.

```
Double amountToTurn = this.panda.getDoubleFromUser("How much do you want me to turn?");  
this.panda.turn(TurnDirection.LEFT, amountToTurn, addDetail);
```

In this example the panda asks how much you want him to turn. You can put in a number like 0.5 and he will turn his back to you, or you can put in a number like 8 and he will spin around and around.

Boolean

You may have noticed that there is also a `getBooleanFromUser` function.

```
Boolean cold = this.getBooleanFromUser("Are you cold?");
```

This will display a true false window with the prompt.



We will discuss that function in the lesson on Boolean values, when we can do one group of statement when the user selects **true** and a different group of statements when they select **false**.



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