

PlayerParserScanner.java

```
1 /*
2  * Written by JJ Shepherd
3  */
4 import java.util.Scanner;
5 public class PlayerParserScanner {
6
7     public static void main(String[] args) {
8         Scanner keyboard = new Scanner(System.in);
9         System.out.println("Enter the player's name followed by their model id (int), x,y,z
10        position (double)");
11         String input = keyboard.nextLine();
12         Scanner strScanner = new Scanner(input);
13
14         String name = strScanner.next();
15         int iModelID = strScanner.nextInt();
16         double dX = strScanner.nextDouble();
17         double dY = strScanner.nextDouble();
18         double dZ = strScanner.nextDouble();
19
20         System.out.println("The player "+name+" has a model id of "+iModelID+" and is located
21        at\n"+dX+"\t"+dY+"\t"+dZ);
22     }
23 }
24
```