

Greetings.java

```
1 /*
2  * Written by JJ Shepherd
3  * Always put your name in your source code
4  * This is a multi-line comment
5  */
6 //This a single line comment
7 import java.util.Scanner;
8 //Class (Name of the class must match the filename)
9 public class Greetings { //Open and closed brackets
10     //Body of the Class
11     //Main method or entry point
12     public static void main(String[] args)
13     {
14         //Body of the method
15         //Output to the console
16         System.out.println("Hello World!"); //Program statement
17         //Sets up console Input via the Class called Scanner
18         //With an instance (object) named keyboard
19         Scanner keyboard = new Scanner(System.in);
20
21         System.out.println("Enter two values and I'll add them!");
22         //Declaring variable of type integer (int) and then
23         //Assigning it (=) to the value collected by the keyboard
24         int val1 = keyboard.nextInt(); //Using Scanner keyboard's method ".nextInt" to read an
integer from the console
25         int val2 = keyboard.nextInt();
26
27         int sum = val1 + val2;
28         System.out.println("The sum is: "+sum);
29     }
30
31 }
32
```