Retrieving String inputs from the keyboard

```java
package PackageName;

// import the Scanner class
import java.util.Scanner;

public class ClassName {
    public static void main(String args[])
    {
        // Declare a new input scanner for use in your program
        Scanner input  = new Scanner (System.in);

        // declare a String variable
        String name;

        // Ask the user for his/her name and retrieve it from the keyboard
        System.out.println("What is your name?");
        name = input.next();

        // print the user's name
        System.out.println("Hello " + name + "! Nice to meet you!");
    }
}
```

Retrieving Integer inputs from the keyboard

```java
package PackageName;

// import the Scanner class
import java.util.Scanner;

public class ClassName {
    public static void main(String args[])
    {
        // Declare a new input scanner for use in your program
        Scanner input  = new Scanner (System.in);

        // declare an Integer variable
         int age;

        // Ask the user for his/her age and retrieve it from the keyboard
         System.out.println("How old are you?");
        age = input.nextInt();

        // print the user's age
        System.out.println("Wow! You are " + age + " years old!  You look great!");
    }
}
```

Retrieving Real (Float) inputs from the keyboard

```java
package PackageName;

// import the Scanner class
import java.util.Scanner;

public class ClassName {
    public static void main(String args[])
    {
            // Declare a new input scanner for use in your program
            Scanner input  = new Scanner (System.in);

            // declare an floating point variable
             float price;

            // Ask the user for the price of an item and retrieve it from the keyboard
             System.out.println("What is the price of the item to be purchased?");
            price = input.nextFloat();

            // print the price
            System.out.println("Please pay " + price + " for your purchase.");
    }
}
```