

# JAVA.UTIL.SCANNER.RESET METHOD

[http://www.tutorialspoint.com/java/util/scanner\\_reset.htm](http://www.tutorialspoint.com/java/util/scanner_reset.htm)

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## Description

The **java.util.Scanner.reset** method resets this scanner. Resetting a scanner discards all of its explicit state information which may have been changed by invocations of `useDelimiter`, `java.util.regex.Pattern`, `useLocale`, `java.util.Locale`, or `useRadix`.

## Declaration

Following is the declaration for **java.util.Scanner.reset** method

```
public Scanner reset()
```

## Parameters

- NA

## Return Value

This method returns this scanner

## Exception

- NA

## Example

The following example shows the usage of `java.util.Scanner.reset` method.

```
package com.tutorialspoint;

import java.util.*;

public class ScannerDemo {

    public static void main(String[] args) {

        String s = "Hello World! 3 + 3.0 = 6.0 true ";

        // create a new scanner with the specified String Object
        Scanner scanner = new Scanner(s);

        // print a line of the scanner
        System.out.println(" " + scanner.nextLine());

        // change the locale of this scanner
        scanner.useLocale(Locale.US);

        // change the radix of this scanner
        scanner.useRadix(30);

        // reset and check the values for radix and locale, which are the default
        scanner.reset();
        System.out.println(" " + scanner.radix());
        System.out.println(" " + scanner.locale());

        // close the scanner
        scanner.close();
    }
}
```

Let us compile and run the above program, this will produce the following result:

```
Hello World! 3 + 3.0 = 6.0 true  
10  
e1 GR
```

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