

Key point: *A named constant is an identifier that represents a permanent value.*

2.7 Named Constants

- A *named constant* is an identifier whose value never changes.

final datatype CONSTANTNAME = value;

Listing 2.4 ComputeAreaWithConstant.java

```
1  import java.util.Scanner;           //Scanner is in the java.util package
2
3  public class ComputeAreaWithConstant {
4      public static void main(String[] args) {
5          final double PI = 3.14159;  //Declare a constant
6
7          //Create a Scanner object
8          Scanner input = new Scanner(System.in);
9
10         //Prompt the user to enter a radius
11         System.out.print("Enter a number for radius: ");
12         double radius = input.nextDouble();
13
14         //Compute area
15         double area = radius * radius * PI;
16
17         //Display result
18         System.out.println("The area for the circle of radius " +
19             radius + " is " + area);
20     }
21 }
```