**Console.ReadLine() and Console.Read()**

These are used when want to get input from the user via the keyboard. The basic form or syntax is:

```csharp
VariableName = Console.ReadLine()
Or
VariableName = Console.Read()
```

The basic difference between the two is **ReadLine** is normally used to read one input per line, while **Read** can be used to read in multiple inputs on same line, but require more **Read** for each variable. For 90% of the time just use **ReadLine**. Some features to remember:

1) There is never anything between the ().
2) Both of these return a value that is a string data type.

Examples, we are always going to have Option Strict On.

```csharp
Dim Name as String
Dim Weight as Decimal
Dim Total as Integer

Console.Write("Enter name of person ")
Name = Console.ReadLine()
Console.Write("Enter the weight ")
Weight = CDec(Console.ReadLine()) 'CDec used to convert string to Decimal
Console.Write("Enter the total ")
Total = CInt(Console.ReadLine()) 'CInt used to convert string to integer

Remember ReadLine or Read always return a string, so if want to store it in a variable that is not a string data type, then need to use one of the convert functions to change the string data type.

If Option Strict On, then the following produces a syntax error.

```csharp
Dim X as Integer
Console.Write("Enter a number ")
X = Console.ReadLine() 'error on this line
```

**Console.ReadLine()** returns a value of string data type and cannot store in a variable of integer data type. Therefore need to use the **CInt** function.

To pause the output window just use:

```csharp
Console.ReadLine()
```