```
import java.io.*; // so that I/O stuff is available

public class PlayTime
  {
    public static void main (String [] args) throws Exception
      {
        InputStreamReader  ca = new InputStreamReader (System.in);
        BufferedReader  va = new BufferedReader (ca);
        PrintWriter  bon = new PrintWriter (System.out, true);

        int  x, y = 2;

        bon.println ("Enter an integer.");
        x = Integer.parseInt (va.readLine());
        y = y * x - x / 2;

        bon.println ("x was " + x + " and y is " + y);
        ca.close();
      }
} // end of class PlayTime
```

action stuff HERE

in case of silliness

any line preceded by // is a comment

This whole file would be called

PlayTime.java

and compiled and run as relevant to your computer system.

Now for some routine details . . .