```java
/* This is a Comment
 * Introduction to Computer Science- AddTwoNumbers program.
 */
import java.util.Scanner;
/*Line "4" indicates that this program uses a java library called: java.util.Scanner
A java library package is a collection of tools (computer Java programs) written by other programmers.
Those programs perform specific operations.
In this case, the java.util.Scanner will be used to read numbers that the user will enter.
Notice that the user of the java reserved word "import" indicates that your program is about to utilize a specific library
*/

/*In line 21, the class "AddTwoNumbers" is being defined.
 Recall that a class is the primary unit into which java programs are divided.
 A Java program is a collection of classes and objects. The keyword "Public"
In the header line of line 21 indicates that other programs can have access to this class.
In other words, it is public, this means that other applications like Eclipse
or the browser can access your program to run it for example.
In the Java programming language, almost every java program must contain a "main" method that has signature
is "public static void main(String[] args)". It is the entry point to your program.
*/
public class AddTwoNumbers {

        //It is very very important to name the file (source file) as the same name as your class. AddTwoNumbers.java
        public static void main (String args[]) {

            int x; //declare x as a variable of type int. Means that x can only be a whole number such as 1,2,700 ...
            int y; //declare y as a variable of type int
            int z; //declare z as a variable of type int

            /* recall that in line 4, the library java.util.Scanner will be used in this program
             * the class Scanner is in java.util.Scanner library.
             * in Line 38, an object (named input) of type class Scanner is being created. (an object is an instance of a class)
             * recall the cookie/cookie cutter example form the slides.
             *
             *
             * */

            Scanner input = new Scanner(System.in);


            //System is another class provided by the Java language. System.out.println prints
            //a message in between "" to the screen,
            System.out.println("Please enter the first number you want to add: ");

            // Every class in Java might have functions that can perform a specific task
            //input is an object of type Scanner that has the method nextint();
            //nextInt method is a function that comes withinput that can read an input from the keyboard
            // x = .... is an assignment statement (the input read from the keyboard is being assigned(e.g stored)
            // in x

            x =input.nextInt();



            System.out.println("Please enter the second number you want to add: ");
            y =input.nextInt();

            z = x + y;

            System.out.println("The sum is:" + z);  //notice the + . + is used to add a variable to a message

            input.close();

        }

}
```