```java
1 /*
2  * Written by JJ Shepherd
3  */
4 import java.util.Scanner;
5 public class PlayerParser {
6
7      public static void main(String[] args) {
8          Scanner keyboard = new Scanner(System.in);
9          //<<name>> <<id>> <<x>> <<y>> <<z>>\n
10         System.out.println("Enter the player's name followed by their model id (int), x,y,z
   position (double)");
11         String input = keyboard.nextLine();
12         String copyInput = input;
13
14         int workingIndex = copyInput.indexOf(" ");
15         String name = copyInput.substring(0,workingIndex);
16         copyInput = copyInput.substring(workingIndex+1);
17
18         workingIndex = copyInput.indexOf(" ");
19         String sModelID = copyInput.substring(0,workingIndex);
20         int iModelID = Integer.parseInt(sModelID);
21         copyInput = copyInput.substring(workingIndex+1);
22
23         workingIndex = copyInput.indexOf(" ");
24         String sX = copyInput.substring(0,workingIndex);
25         double dX = Double.parseDouble(sX);
26         copyInput = copyInput.substring(workingIndex+1);
27
28         workingIndex = copyInput.indexOf(" ");
29         String sY = copyInput.substring(0,workingIndex);
30         double dY = Double.parseDouble(sY);
31         copyInput = copyInput.substring(workingIndex+1);
32
33         String sZ = copyInput.substring(0,workingIndex);
34         double dZ = Double.parseDouble(sZ);
35
36         System.out.println("The player "+name+" has a model id of "+iModelID+" and is located
   at\n"+dX+"\t"+dY+"\t"+dZ);
37     }
38
39 }
40
```