



**Object-Oriented  
Programming**

# Files I/O

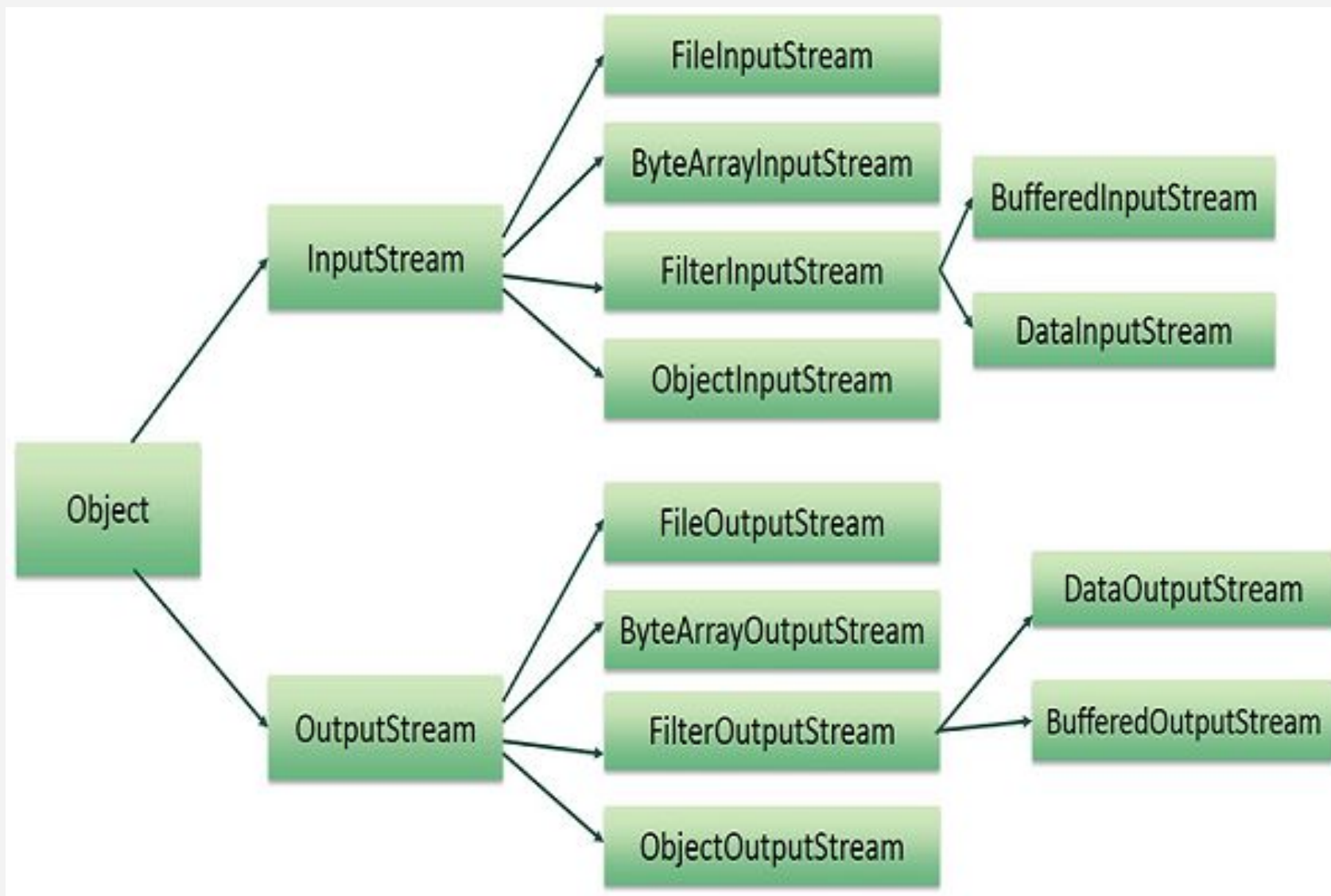
# Outline

- Stream
  - InputStream
  - OutputStream

What is a stream?

# Stream

- A sequence of data
- In Java, a stream is composed of bytes
- Two types:
  - InputStream - used to read data from a source
  - OutputStream - used to write data to a destination



# Input

# FileInputStream

- Part of the java.io package
- Reads bytes of data from a file

```
FileInputStream fis = new FileInputStream ("source.txt");  
int j;  
while ((j = fis.read()) != -1)  
    System.out.print ((char) j);  
fis.close ();
```

*Take note: this block of code requires exception handling*

# BufferedReader

- Part of the java.io package
- Extends class Reader
- Reads text from character-based input stream

```
BufferedReader br = new BufferedReader (  
    new FileReader ("source.txt"));  
  
System.out.println (br.readLine ());  
  
br.close ();
```

*Take note: this block of code requires exception handling*



Questions?

Output

# FileOutputStream

- Part of the java.io package
- Writes bytes of data to a file

```
FileOutputStream fout = new FileOutputStream ("dest.txt");  
fout.write (100);  
String strSchool = "DLSU";  
  
byte[] b = strSchool.getBytes (); // converts to byte array  
fout.write (b);  
fout.close ();
```

*Take note: this block of code requires exception handling*

# BufferedWriter

- Part of the java.io package
- Extends class Reader
- Writes text to a character-based output stream

```
BufferedWriter bw = new BufferedWriter (  
                                new FileWriter ("dest.txt"));  
  
bw.write ("Save data here");  
  
bw.close ();
```

*Take note: this block of code requires exception handling*

Questions?

# Next meeting...

- SOLID Principles
- Last graded exercise
- Some MP reminders

Keep learning...