

Properties

概念:

HashTable的子类, 唯一一个能将数据持久化的集合.

向集合中添加数据:

```
public Object setProperty(String key, String value)
```

将集合中的数据通过提供的流写入文件中:

```
public void store(Writer writer, String comments)
```

```
public void store(OutputStream out, String comments) throws
```

[IOException](#)

```
public void loadFromXML(InputStream in) throws
```

[IOException](#), [InvalidPropertiesFormatException](#)

将提供的流中的文件的数据读入到集合中:

```
public void load(Reader reader) throws IOException
```

```
public void store(OutputStream out, String comments)
```

throws [IOException](#)

```
public void storeToXML(OutputStream os, String comment)
```

throws [IOException](#)

将此集合中的所有键返回:

```
public Set<String> stringPropertyNames()
```

通过键找值:

```
public String getProperty(String key)
```

键值写入举例:

```
Properties proper = new Properties();  
proper.setProperty("键", "值"); //也可以使用put但内容必须是String  
proper.store(new FileOutputStream("C://a.txt"), "描述");
```

键值读取举例:

```
Properties proper = new Properties();  
proper.load(new FileInputStream("C://a.txt"));  
System.out.println(proper);
```