



java.io.RandomAccessFile

+RandomAccessFile(file: File, mode: String)  
+RandomAccessFile(name: String, mode: String)  
+close(): void  
+getFilePointer(): long  
  
+length(): long  
+read(): int  
+read(b: byte[]): int  
+read(b: byte[], off: int, len: int) : int  
+seek(long pos): void  
  
+setLength(newLength: long): void  
+skipBytes(int n): int  
+write(b: byte[]): void  
+write(byte b[], int off, int len)  
+write(b: byte[], off: int, len: int): void

Creates a RandomAccessFile stream with the specified File object and mode.

Creates a RandomAccessFile stream with the specified file name string and mode.

Closes the stream and releases the resource associated with the stream.

Returns the offset, in bytes, from the beginning of the file to where the next read or write occurs.

Returns the length of this file.

Reads a byte of data from this file and returns -1 at the end of stream.

Reads up to b.length bytes of data from this file into an array of bytes.

Reads up to len bytes of data from this file into an array of bytes.

Sets the offset (in bytes specified in pos) from the beginning of the stream to where the next read or write occurs.

Sets a new length of this file.

Skips over n bytes of input discarding the skipped bytes.

Writes b.length bytes from the specified byte array to this file, starting at the current file pointer.

Writes len bytes from the specified byte array starting at offset off to this file.