

The image features a solid teal background. A white rectangular area is positioned on the right side, containing the text 'Java Enterprise Edition' and 'ANUDIP FOUNDATION'.

Java Enterprise Edition

ANUDIP FOUNDATION

A solid teal horizontal bar is located at the bottom of the white rectangular area.

Character Stream Hierarchy in Java

Objective:

- Reader Hierarchy
- Writer Hierarchy

Materials Required:

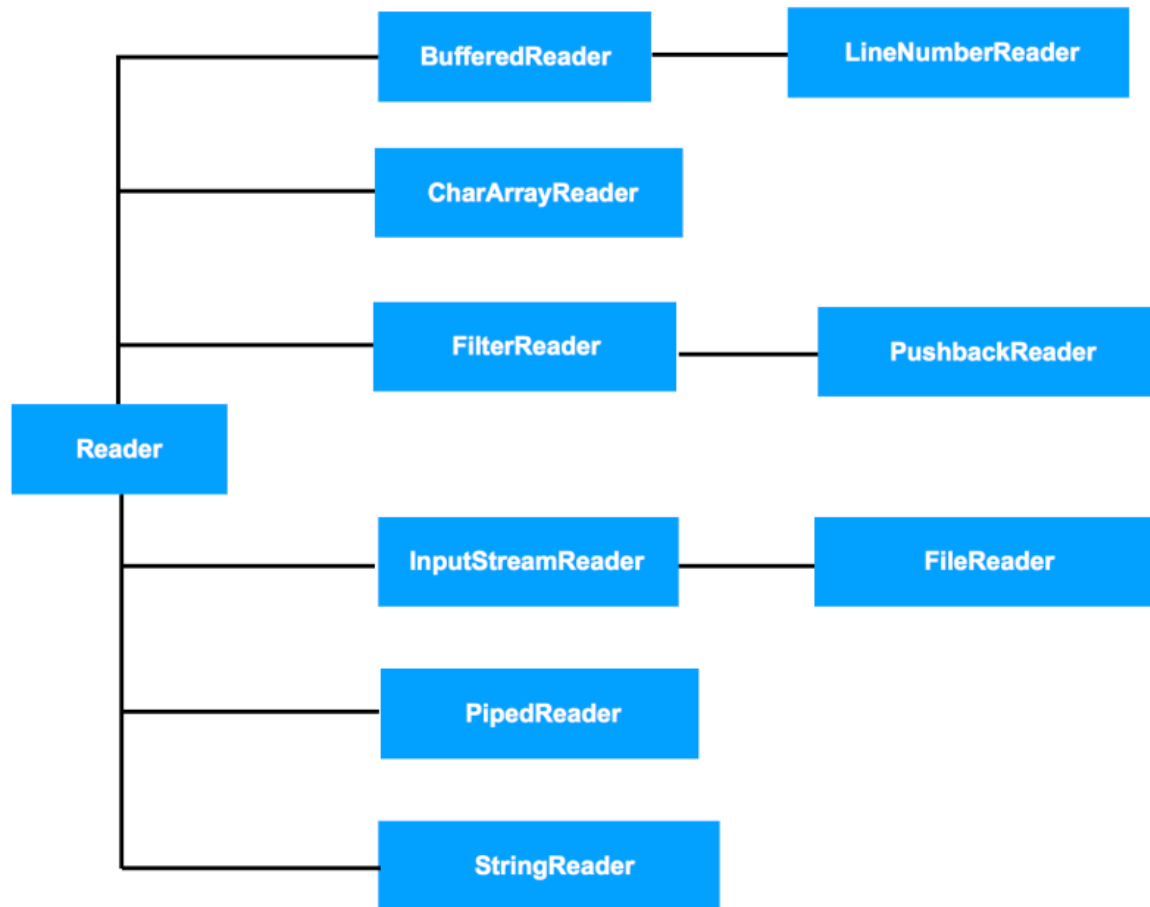
1. Eclipse IDE/IntelliJ
2. Notepad

Theory :30 mins**Practical : 0 mins****Total Duration: 30 mins**

Character Stream Hierarchy in Java

Hierarchy Structure

Reader Hierarchy



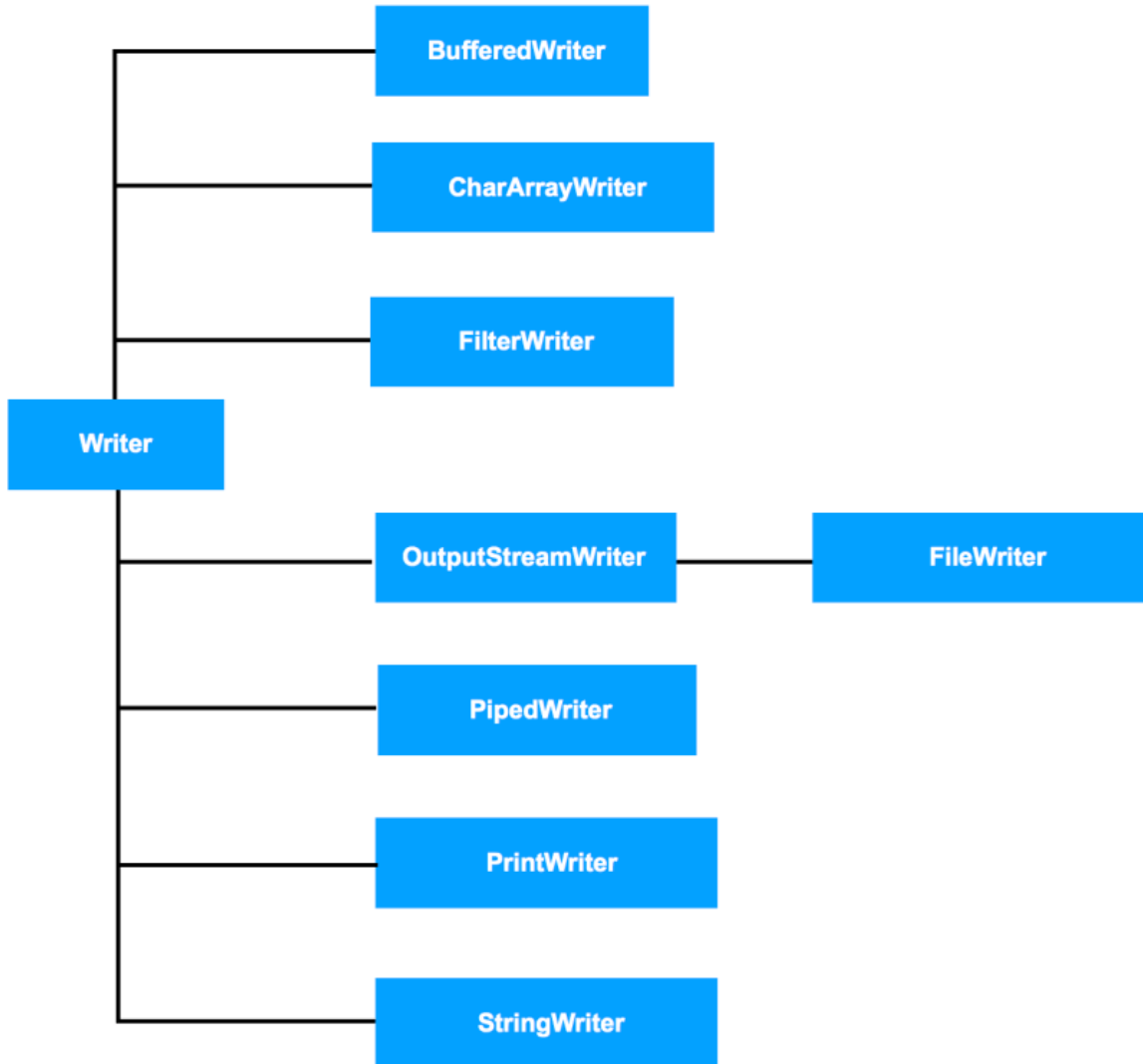
Classes

Class	Description
Reader	Abstract class for reading character streams.

Class	Description
BufferedReader	It extends Reader. Reads text from a character-input stream, buffering characters so as to provide for the efficient reading of characters, arrays, and lines.
LineNumberReader	It extends BufferedReader. A buffered character-input stream that keeps track of line numbers.
CharArrayReader	It extends Reader. This class implements a character buffer that can be used as a character-input stream.
FilterReader	It extends Reader. Abstract class for reading filtered character streams. The abstract class FilterReader itself provides default methods that pass all requests to the contained stream. Subclasses of FilterReader should override some of these methods and may also provide additional methods and fields.
PushbackReader	It extends FilterReader. A character-stream reader that allows characters to be pushed back into the stream.
InputStreamReader	It extends Reader. An InputStreamReader is a bridge from byte streams to character streams: It reads bytes and decodes them into characters using a specified charset. The charset that it uses may be specified by name or may be given explicitly, or the

Class	Description
	platform's default charset may be accepted.
FileReader	It extends InputStreamReader. Convenience class for reading character files. The constructors of this class assume that the default character encoding and the default byte-buffer size are appropriate. To specify these values yourself, construct an InputStreamReader on a FileInputStream.
PipedReader	It extends Reader. Piped character-input streams.
StringReader	It extends Reader. A character stream whose source is a string.

Writer Hierarchy



Classes

Class	Description
Writer	Abstract class for writing to character streams.

Class	Description
BufferedWriter	It extends Writer. Writes text to a character-output stream, buffering characters so as to provide for the efficient writing of single characters, arrays, and strings.
CharArrayWriter	It extends Writer. This class implements a character buffer that can be used as an Writer. The buffer automatically grows when data is written to the stream. The data can be retrieved using toCharArray() and toString().
FilterWriter	It extends Writer. Abstract class for writing filtered character streams. The abstract class FilterWriter itself provides default methods that pass all requests to the contained stream. Subclasses of FilterWriter should override some of these methods and may also provide additional methods and fields.
OutputStreamWriter	It extends Writer. An OutputStreamWriter is a bridge from character streams to byte streams: Characters written to it are encoded into bytes using a specified charset. The charset that it uses may be specified by name or may be given explicitly, or the platform's default charset may be accepted.
FileWriter	It extends OutputStreamWriter. Convenience class for writing character files. The constructors of this class assume that the default character encoding and the default byte-buffer size are acceptable. To specify these values yourself, construct an

Class	Description
	OutputStreamWriter on a FileOutputStream.
PipedWriter	It extends Writer. Piped character-output streams.
PrintWriter	It extends Writer. Prints formatted representations of objects to a text-output stream.
StringWriter	It extends Writer. A character stream that collects its output in a string buffer, which can then be used to construct a string.