

Definition: A **stream** is a sequence of **data elements** made available over time.

An **input stream** is used to **read** data from a **source** (a file, memory, a network connection) and reads the information sequentially

An **output stream** is used to **send** information to an **external destination** and writing the information sequentially

Reading  
 open a stream  
 while more information  
   read information  
 close the stream

Writing  
 open a stream  
 while more information  
   write information  
 close the stream

```
public interface      InputDataStream    <T> {
    T next();
    boolean  hasNext ();
    void close();
}
```

```
public interface      OutputDataStream  <T> {
    void write(T input);
    void close();
}
```

```
public class _____Stream<E> implements InputDataStream<E>{

    public E next() {

    }

    public boolean hasNext() {

    }

    public void close() {

    }
}
```