

**TABLE 6-1** java.io Mini API

java.io Class	Extends From	Key Constructor(s) Arguments	Key Methods
File	Object	File, String String String, String	createNewFile() delete() exists() isDirectory() isFile() list() mkdir() renameTo()
FileWriter	Writer	File String	close() flush() write()
BufferedWriter	Writer	Writer	close() flush() newLine() write()
PrintWriter	Writer	File (as of Java 5) String (as of Java 5) OutputStream Writer	close() flush() format(*, printf())* print(), println() write()
FileReader	Reader	File String	read()
BufferedReader	Reader	Reader	read() readLine()
*Discussed later			

Now let's say that we want to find a less painful way to write data to a file and read the file's contents back into memory. Starting with the task of writing data to a file, here's a process for determining what classes we'll need, and how we'll hook them together:

- I. We know that ultimately we want to hook to a File object. So whatever other class or classes we use, one of them must have a constructor that takes an object of type File.