Credit Name: CSE2130

Assignment Name: findandreplace

How has your program changed from planning to coding to now? Please explain?

1.Import the required classes: In the first line of the code, the "Scanner" class is imported. This class allows the user to input values from the keyboard.

2.Create an instance of the Scanner class: In the second line, an instance of the Scanner class is created, which allows the program to read input from the user.

3.Prompt user for input: The third line prompts the user to enter the file directory, file name, and type of file.

4.Create a file object: The fourth line creates a File object using the user's input, which allows the program to access the specified file.

5.Prompt user for the word(s) to replace: The sixth line prompts the user to input the word or phrase they want to replace.

6.Prompt user for the replacement word(s): The eighth line prompts the user to input the word or phrase that will replace the original.

7.Read the contents of the file: In the ninth line, a BufferedReader object is created that reads the contents of the file.

8.Store the old content: In the following lines, a while loop is used to read each line of the file and store it in a string variable called "oldContent".

9.Replace the old content: The next line replaces the old word or phrase with the new word or phrase using the "replaceAll" method. The new content is stored in the "newContent" string variable.

10.Write the new content to the file: A FileWriter object is created to write the new content to the file.

11.Close the reader and writer: In the final lines, both the BufferedReader and FileWriter objects are closed to free up system resources.

12.Handle exceptions: To handle any possible exceptions that might occur during file handling, the entire code is wrapped in a try-catch block.