What is a File?

- So far we have only made applications that store data in the computer's memory
 - Only available when the computer is on and the application is running
- A file is a
 - o Collection of related data
 - o Stored on a persistent(lasting) medium (such as a hard disk or CD)
- Files are used to store data that is either
 - O Needed for the program to run, or
 - Generated by the application
- Files are separate from the applications
- **MOST** applications require access to one or more files on disk.

The File Class

- The File class is part of the java.io package
- Used for creating an object that represents a file
- A File Object:
 - o Can be used to create a new file
 - o Test for the existence of a file
 - o Delete a file

Some methods:

Method	Description
Constructor:	Creates a File object that refers to the file f.
File(String f)	Ü
<pre>createNewFile()</pre>	Creates a new file using the file name specified in the constructor if the file does not already exist. Returns true if the file is created, false otherwise. This method throws an IOException exception if the file cannot be created.
delete()	Permanently deletes the file represented by the File object. Returns true if the file is deleted, false otherwise.
exists()	Returns true if the file represented by the File object exists, false otherwise

ICS4U Module 5: Note + Exercise 2a

Example: Checks for the existence of a file:

```
import java.io.*;
public class TestFiles {
    public static void main(String[] args) {
        File textFile = new File("c:\\temp\\supplies.txt");
        if(textFile.exists()) {
            System.out.println("File already exists.");
        } else {
            System.out.println("File does not exist.");
        }
    }
}
```

Programming Exercise:

Create a MyFile application that prompts the user for the name of a file and then displays a message that indicates whether the files exists or not.

Do not submit your code yet.