SCIP MATERIAL

- 1. File
- 2. Filebleiler
- 3. File Reades
- 4. Buffered Writer
- 5. BufferedReader 6. Printwiter.

#### 1. File:

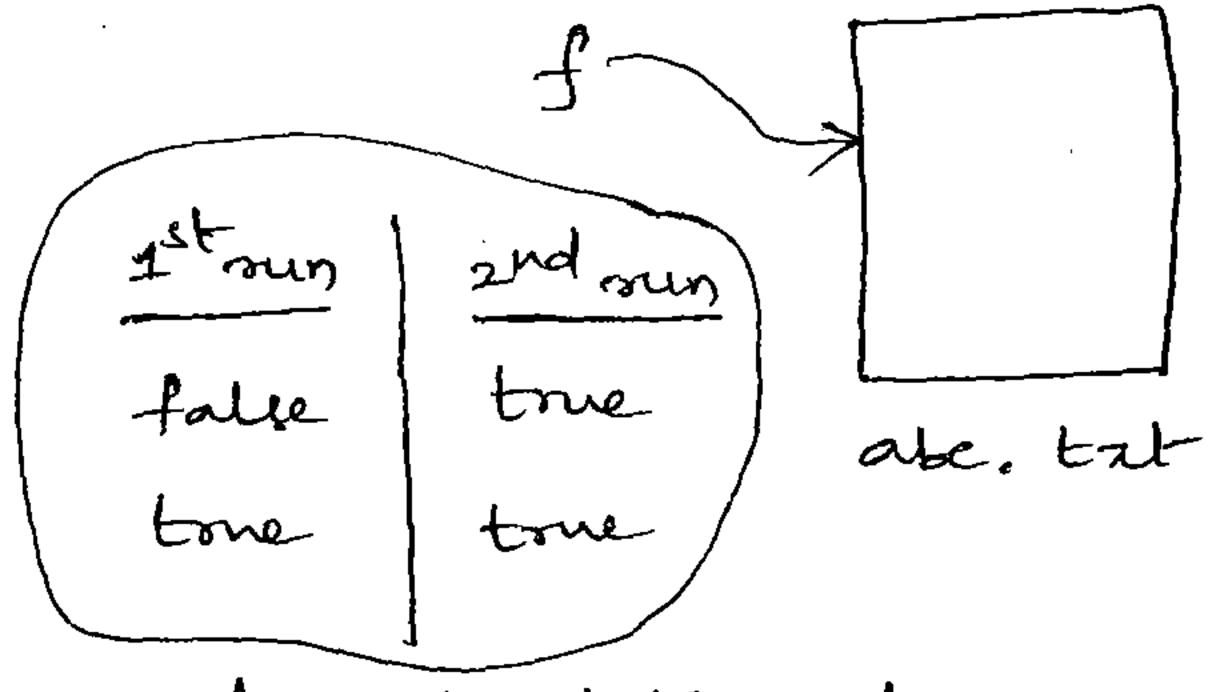
# | File f=new File ("abc. tat"); |

- -> This line worit create any physical file.
- First it will check is there any physical file named with abcotat is available or not, if it is available then it simply pointing to that file. It is not available then it won't create any physical file just we are creating Java File Object to represent the name about it.
  - finen File ("abe. tat");

S. o. p (f.enists()); =) oup: false

f. create New File ();

S.o.p (f.exists()); => olp: true



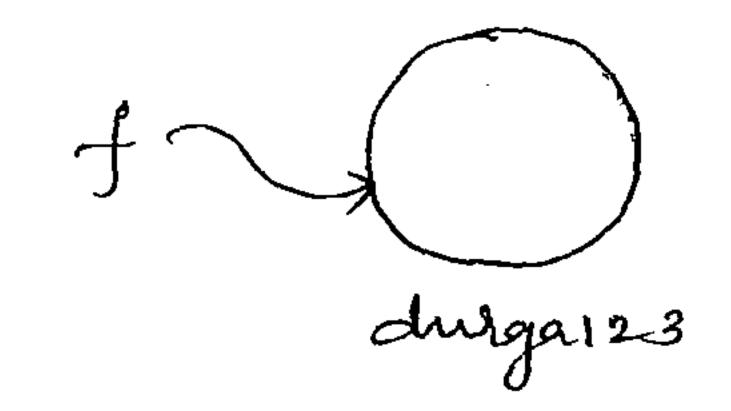
Java File Object can be used to represent

File f=new File ("durga 1234);

S.o.p(f.exists()); => 01p: falle

t-mkdisc);

S. o. p (f.exists()); => olp: true



Mote: - In UNIX, everything is a file. Java File Ilo concept is implem-ented based on UNIX OS. Hence we can use Java File Object

to represent both files & directolies.

### File class Constructors:

# 1. File f=new File (String name);

Creates a Java File Object to sepresent name of the tile of directory in current wolking directory.

2. File f=new File (Ströng subdish, Ströng name).

Creates a Java File object to represent name of the file or directory in the specified subdirectory.

3. File f=new File (File subdit, String name);

ErO: Write code to create a file named with abc. tat in current working disectory:

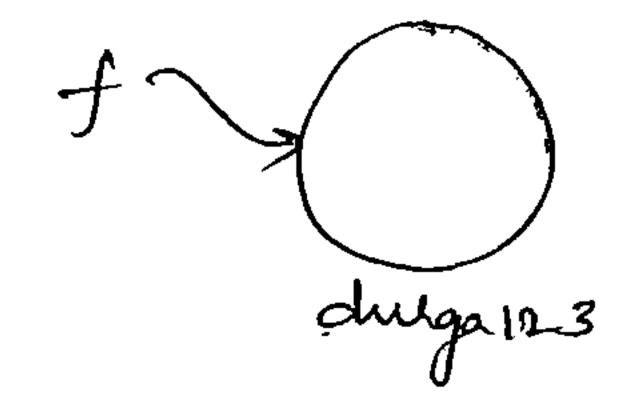
File f=new File ("alc. tat"); F. create New File ();

f >

En D: Write code to create a directory named with duga123 in

Current vorking directory:

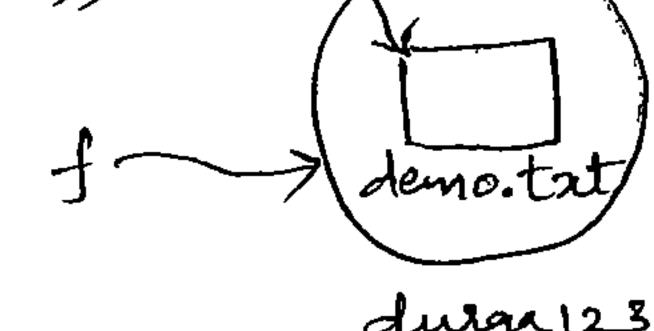
File f=new File (duga1234); f.mkdirc);



En 3: Write code to create a directory named with durgaiz in cwo and create a file named with demonths in that directory!

11 File t,=new File ("durge123", "demo.tat"); f)

File fi = new File (f, "demo. txt"); file (reate New File ();



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ERD: write code to create a file named with about inside

E: llayz folder.

(F)

File of = new File ("E: llayz", "atc. tat"); t. create New File (); E abc.tat

Assume that E: llayz is already available in our system. Important Methods of File class:—

### 1. boolean exists ()

This method checks whether the physical file of directory present of not. It it is available returns false otherwise returns false. I boolean create New File ()

First this method will check is there any physical file is already available or not with the required name. If it is already available returns false without creating any file. It is not already available creates a matile and returns true.

3. boolean mkdise.

#### 4. boolean is File()

returns true if the File object represents a physical file. 5. boolean is Directory

### 6. Staing [] list ()

It returns the names of all files and subdirectories present in specified subdirectory.

### 7. long length()

It returne the no. of characters present in the file.

#### 8. booleen delete ()

To delete a file or directory.

En: White code to display the names of all files of subdirectories prosent in D:/duga\_dasses.

impost java.io.\*;

class Text

d

P s v m(\_) throws Exception

int count=0;

File f=new File ("D: 11 durga\_classes");

String[] s=f.list();

for(String s1:s)

L count++;

y S.o.p(s1);

S.o.p(s1);

S.o.p("The total number :" + count);

To represent only file names: DEMO

File f=new File ("D:11 octp");

String[] S=f. liste);

for (String s1:s)

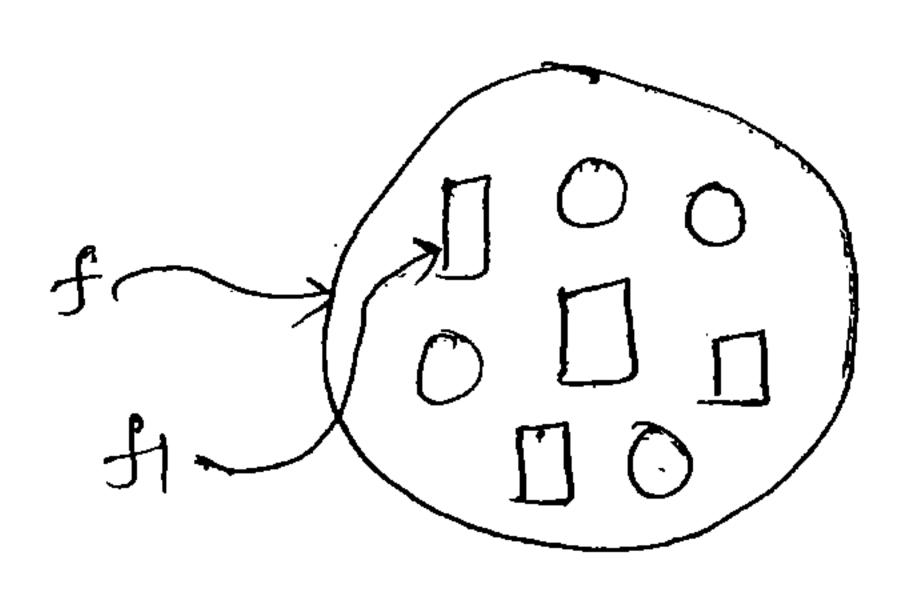
{

File f1=new File (f, s1);

if (f1. is File ())

{

S.o.p(s1);
}



D: 11 OCJP

To represent only directory names:

- In the above code replace is File 1 method with is Directory!

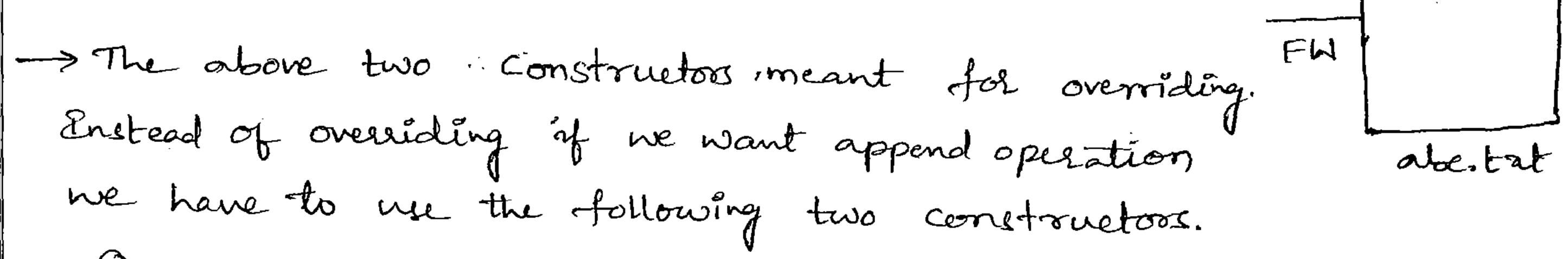
method.

#### 2) Filewriter: -

-> We can use Filewriter object to write character date to the file.

#### Constructors:

- 1. Filewriter fw=new Filewriter (String fname);
- 3. Filewriter forznew Filewriter (File 4);



- 3 Filewriter fw=new Filewriter (String name, boolean append);
- 4 Filewsiter fw=new Filewsiter (File f, boolean append);
- Pt the specified file is not already available then the above constructors will create that ADEMO

# Important Melthods of Filewriter:

#### 1. write (int ch)

To write a single character to the file.

## 2. write (charcisch)

To write an array of characters to the file.

3. Waite (Stroing s)

#### 4. flush()

To give guarantee that entire data including last character will be added to the file.

5. closer)

en: import java. io. \*;

class Filewarter Demo

l

P s v m () throws IO Exception

L

FW fw=new FW ("abc.tat", true);

fw. write (100);

fw. write ("durgaln software solutions");

fw. write ("ln");

charc J ch = f'a', b', c');

fw. write (ch);

fw. write ("ln");

fw. write ("ln");

fw. fw. flugh();

fw. close();

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Filewhiter is outdated concept.

#### 3) FileReader class:

- We can use FileReader to read character data from the

#### Constantaites:

- @ FileReader fo=new FileReader (String filename);
- @ FileReader fr=new FileReader (File-f);

#### Methods:

### read();

It attempts to read next character from the file of returns its Unicode value.

Ef the next character is not available then this method returns

-> As this method returns unicode value at the time of setrieval ne have to perform type casting.

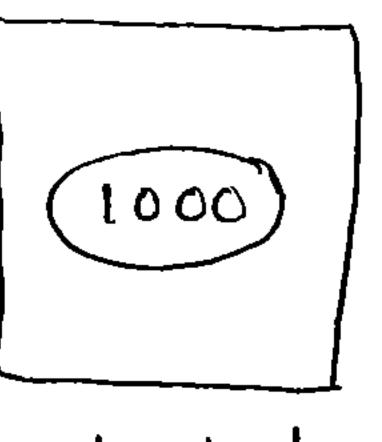
Ez: S.o.p (fr. seadc)); => olp: 100 S.o.p ((char)-fr. read); => olp:d

# (2) int read (char[] ch);

Premo characters from the file It attempte to read into char array and return no. of characters copied from the file into array.

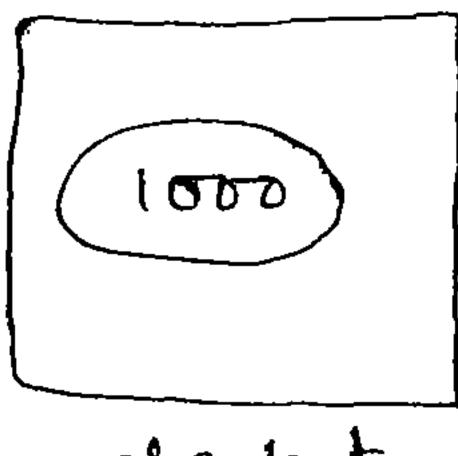
Er: (1) char[] ch=new char[10]; S.o.p (fr. sead (ch)); =>019:10

> char [] ch=new char [10000], S-o.p (fo. sead (ch)); => olp: 10000



### Good Programming Praetice:

File f=new File ("asc.tat"); Charc ] chanew char [(int) f. length()]; fr. Read (ch); void close();



asc. tat.

**DURGA SOFTWARE SOLUTIONS** Program to read the data from the file: impost java. io. \*s Class File Reader Demo Ps v m(\_) throws IOException. File fanew File ("abe tat"); FileReader fr=new FileReader (f1) char [] ch=new char [(int)f.length()]; to read (ch); for (char ch1: ch) S.o.p (ch1); S.o.p ("\*\*\*\*\*\*\*\*\*); File Reader foi = new File Reader ("ale.tat"); int i = fr1. read(); DEMO while (i=-1) S.o. paint ((char)i); i = fr1. read(1);

Usage of FileWriter & FileReader is not not recommended becoz,

- 1. While writing data by FileWriter we have to insert line separator manually which is varied from system to system. It is difficult to the programmer.
- 2. By using FileReader we can read data character by character which is not convenient to the programmel.
- -> To overcome above problems we should go for BufferedWriter and Buffered Reader.

### Buffered Writer:

character data to the file. -> We can use Buffered Writer to Constructors:

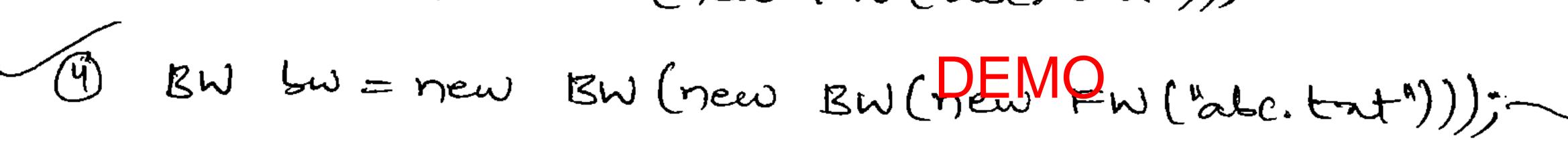
- 1. Buffered Writer bw=new Buffered Writer (Whiter W);
- Buffered Writer (Weiter w) int buffersize); Buffered Writer bw=new

Note: Buffered Writer can't communicate directly with the file.

communicate via some Writer object.

which of the following are valid?





#### Methods:

- 1. write (int ch)
- 2. write (char[]ch)
- 3. Write (Strings)
- 4. flush()

\*6. newLinec/-> To insert a line separator

when compared with Filewriter which of the following entra capability is available in method form of BufferedWriter!

- close the tile
- 3) flushing the file 1) inecetting a new line character:

PLOT NO.56, HARSHA CHAMBERS, SAI NAGAR, NEAR BIG C MOBILES, MADHAPUR-500034, MOBILE:9505905786

import java 10. \*; class BufferedWriterDemo P 5 ~ m (\_) tts ows FW fw=new FW("abc.tat"); BN bw=new Bw(fw); bw. weite (100); bw. newLinec); Char[] ch1= { a', b', c', d'}; bw. write (ch1); bw. newhine(); bw. weite ("durga"); bw. new Line (); bu. usite ("Software solutions") bwo flushes; DEMO

Sobtware solutions

Note: - Whenever we are closing Buffered Writer automatically underlying Writers will be closed of we are not required to close explicitly.

bw. closec); | fw. closec); | bw. closec); tw. close ();

6 bn. close ();

5. BufferedReader.

-> We can use BufferedReader to read character data from the file. -> The main advantage of BufferedReader over FileReader is ne can lead data line by line instead of character by character which is more convenient to the programmer.

- 1. BufferedReader br=new BufferedReader (Reader T);
- 2. BufferedReader br=new BufferedReader (Reader r, int buffersize);

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Note: - BufferedReader can't communicate with a tile, it Communicate by a some Reader object.

#### Methods:-

- 1. int read()
- 2. int read (charts ch)
- 3. void closec)
- \*4. String readhine()

It attempts to read next line from the file of returns it. Et the next line is not available then we will get null.

En: insport java.io. \*5

class Buffered Reader Demo

s v m (\_) throws Enception

FR fo=new FR ("abc. tat");

BR bor = new BR (fo);

String line = br. readhinee);

while (line!=null)

S.0p (line); ---

Software

fline = br. seadhinec); Solutions

v br. close ();

software Solution

Note: - Whenever we are closing Buffered Reader automatically underlying Readers will be closed and we are not required to close explicitly.

#### 6. PrintWriter:

to write character date to the file is Printteiler.

-> The main advantage of PaintWaiter is ne can write any type of paintitive data discelly to the file.

#### Constructors:

- 1. PrintWriter pw=new PrintWriter (String fname);
- 2. PrintWriter pw=new PrintWriter(File +);
- 3. Print Noiter pw=new Printhriter (Writer w):

Note: PrintWriter can communicate either directly to the file or via Weiter Object.

#### Meltods:

- 1. write(int ch))
- 2. write (char[] ch);
- 3. Write (String e);
- 4. Aush();
- 5. close();
- 6. print (charch);
- r1. painten (char ch);
- 7. paint (int i);
- 12. DEIMON (int i);
- 8. paint (double d);
- 13. painten (double d);
- 9. print (string s);
- 14. println(Strings);
- 10. print (boolean b);
- 15. printen (bookean b);

impost java. io. \*; class Print Writer Demo

~ m(\_) thoows

FW fw= new FW ("ale. tat");

PW pw=new PW (fw);

pw. write (100);

pw. println(100);

pw. println ('c');
pw. println ('c');
pw. println("durga");
pw. flushe);
pw. close ();

true durga

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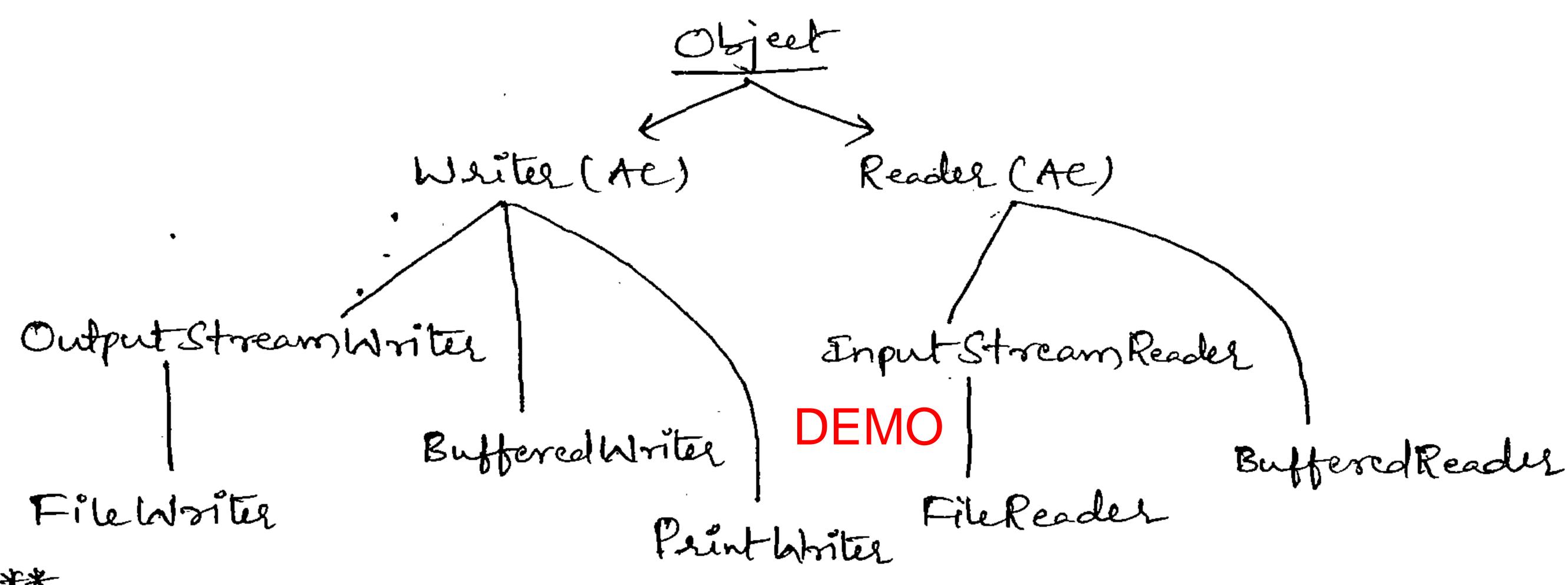
Q: What is the difference blu pw. write(100) and pw. print(100)?

Any: - In case of pw. write(100), the corresponding character d'

will be added to the file.

But in case of pw. print(100), the int value 100 will be added directly to the file.

Note: The most enhanced Reader to read character date from the file is <u>Buffered Reader</u> where as the most enhanced Writer to write character date to the file is PrintWriter.



Note: In general we can use Readers & Writers to handle text data.

But we can use <u>Streams</u> to handle <u>binary data</u> (like images, video files, audio files, jar files etc.).

-> We can use OutputStream to write binary data to the file where as EnportStream to read binary data from the file.

Il Write a program to merge data from two files into a third file. impost java. io. \*;

class File Merges

Ps v m (\_) throws Exception

2 PW.pw=new PW("file3.tat"); BR br=new BR(new FR("file1.txt"));

String line = br. seadhine();

while (line! = null)

I pw. peintln(line);

line = br. seadhine();

br = new BR(new FR("file2.txt"));

line = br. seadhine();

while (line! = null)

I pw. println(line);

line = br. seadhine();

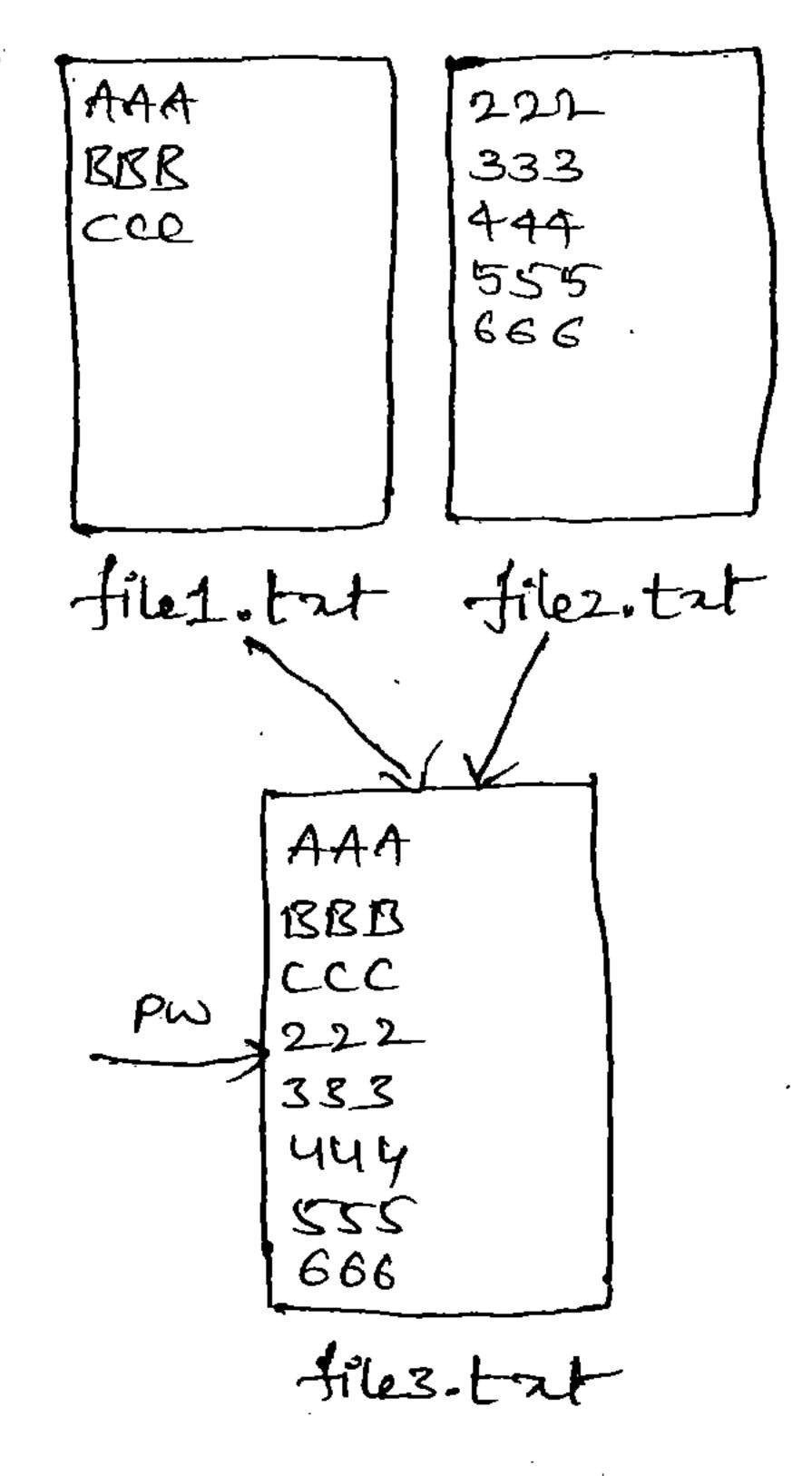
y

pw. flush();

br. close();

pw. close();

pw. close();



Il write a program to merge data from 2 files into a third file where merging should be done line by line alternatively.

import java. io. \*;

class FileMerger 1

{
 P s v m(-) torows Exception

{
 Phd pw=new Phd ("file3.tat");

 BR bor 1 = new BR(new FR("file1.tat"));

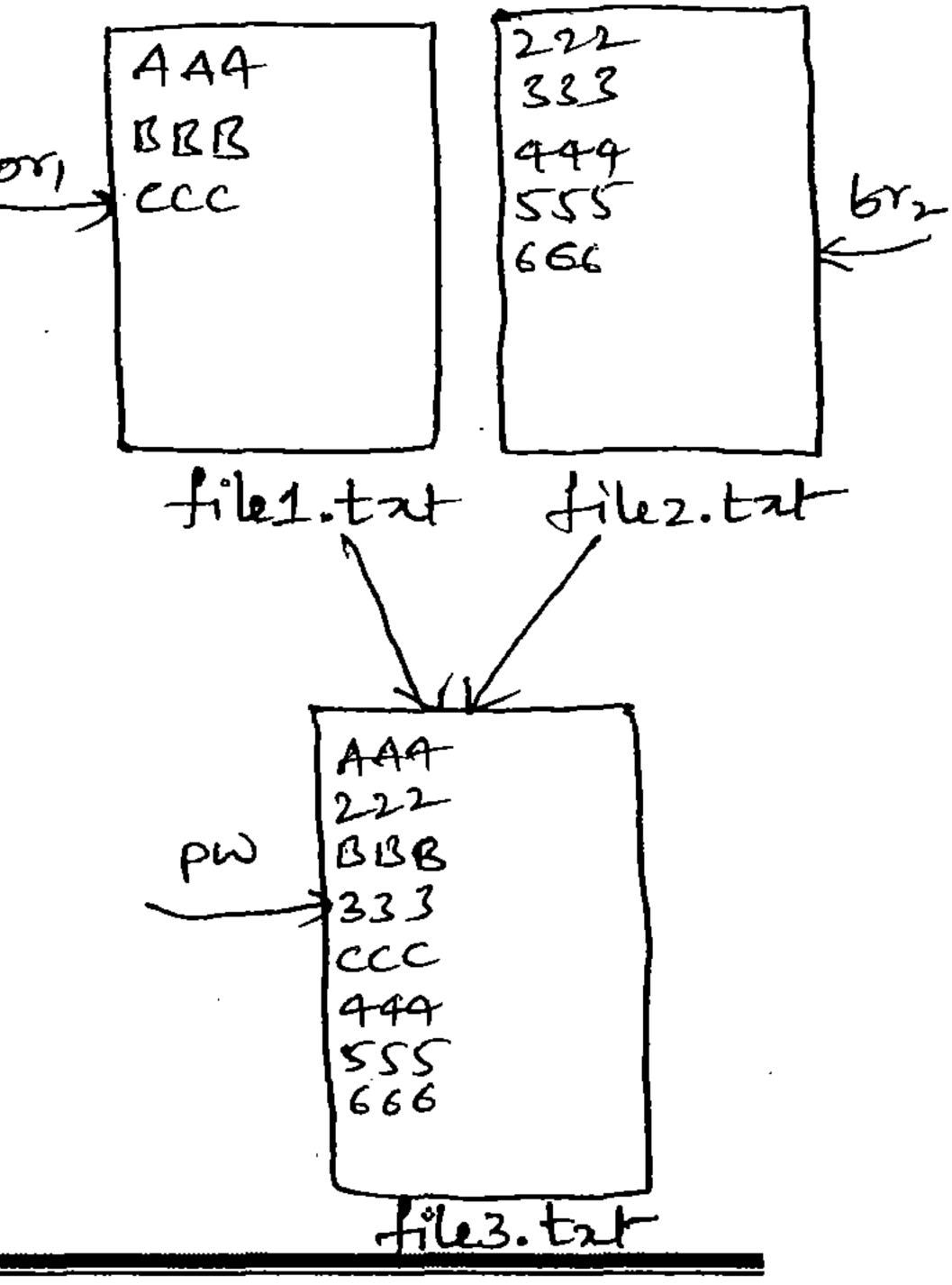
 BR bor 2 = new BR(new FR("file2.tat"));

 String line1 = br 1. leadLinec);

 String line2 = br 2. leadLinec);

 while ((line1 | = nall) || (line2 | = null))

 i



```
SCIP MATERIAL
    DURGA SOFTWARE SOLUTIONS
        if (line 1! = null)
          pw.p.sintln(line1);
           line1=681. LeadLine();
         if (linez!=null)
           pw. printen (line2);
            line2 = br2. readhine();
        3 pw. flush();
          bri.close();
           brz. close();
           pw. close();
Il Write a program to perform tile extraction operation.
   import java. io. *;
                                                                    333
                                      DEMO
                                                                     555
   class File Entractor
                                                                     888
      Ps v m (_) Hoows Exception
        PW pw=new. PW ("output. tat");
                                                                     deletertat
                                                         input, tat
        BR 681 = new BR (new ER ("input.tat"));
        String line=bol. readLine();
        · while (line]=null)
           boolean available = false;
           BR brz = new BR (new FR ("delete. tat"));
           String target=brz. Readhine();
                                                                 output. Ext
           while (target!=null)

Lif (line. equals (talget))
```

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if (line. equals (target))

available = true;

target = br2. readLine();

if (available == false)

l pw. paintln(line);

pw. flush();

y

line = br1. readLine();

3

DEMO

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