Project 10: File Input and Output

Project 10

- This project consists of writing two programs.
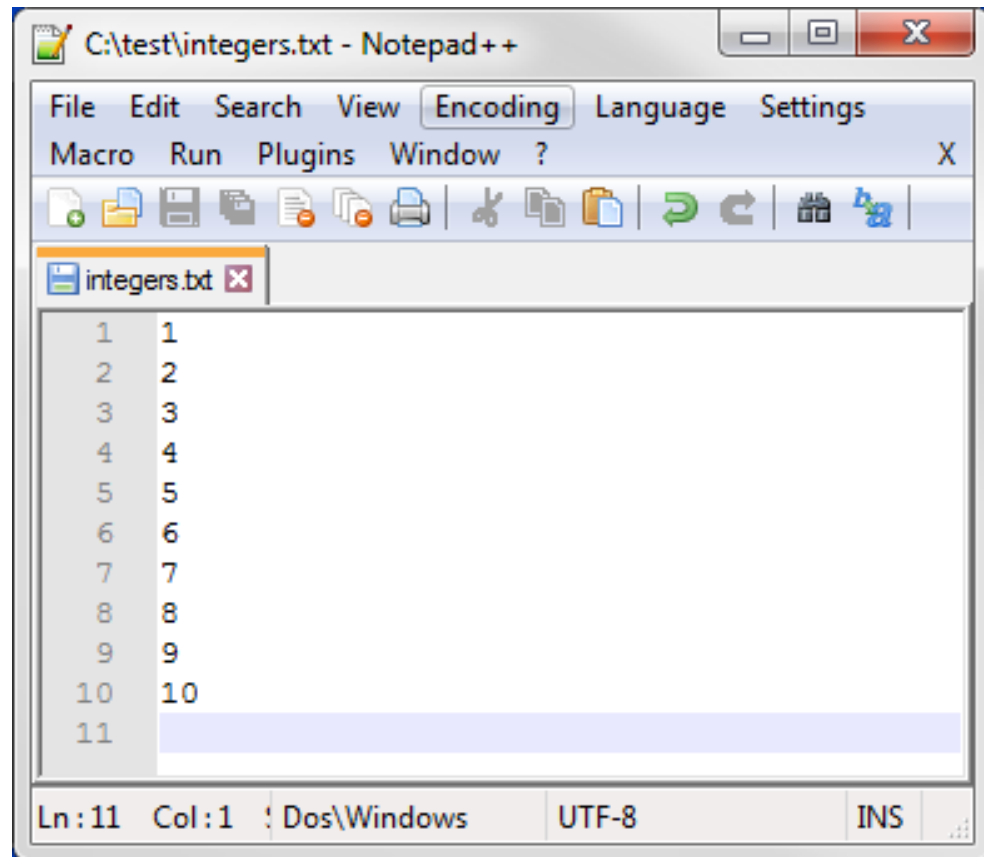 - One that reads a text file.
  - One that writes a text file.

Program 1: Reading a Text File

- Write a program, IntAve.java, that reads a text file consisting of integer values and computes the arithmetic mean (*average*) of the values.
  - You will need to use the nextInt method of your scanner object.
  - You may assume that the file contains only integer values.
    - One integer per line.

- Let the program get the file name from the user.

- Create a text file with an editor and save it in your test directory to use as input when testing your program.
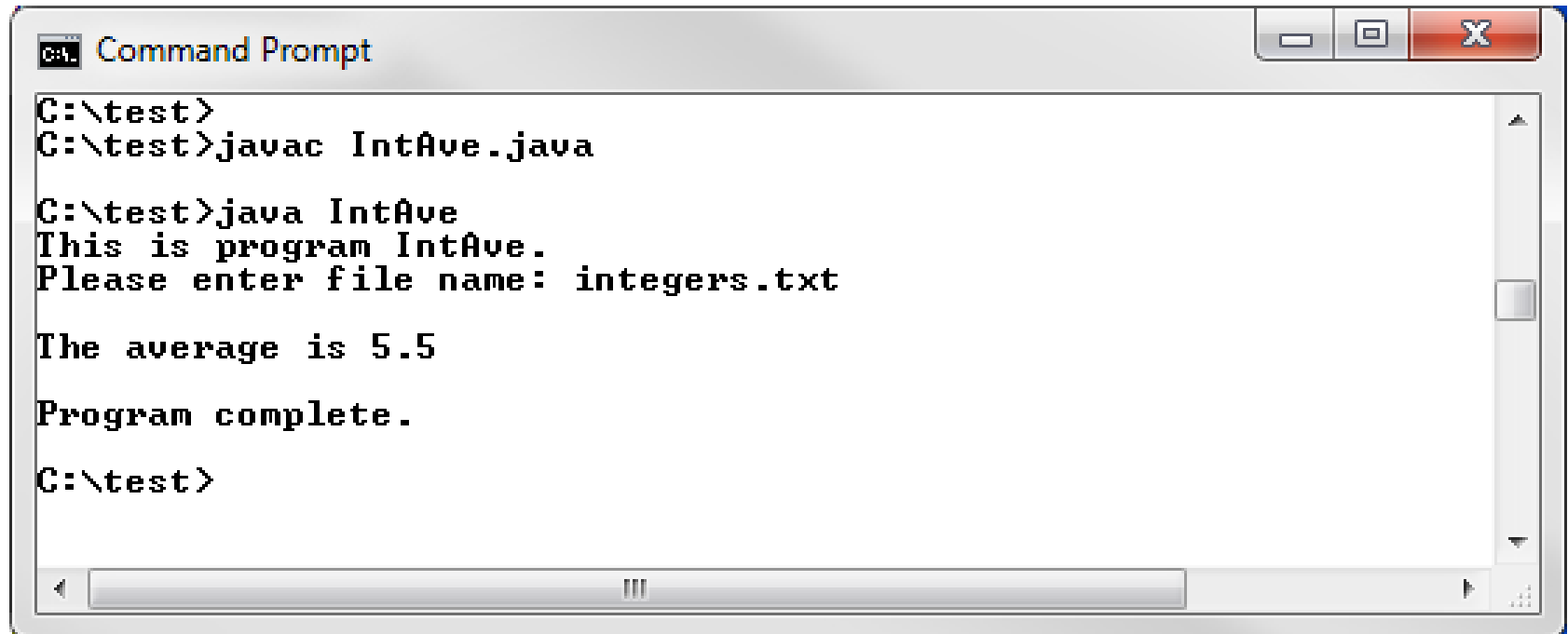
Example

File integers.txt

Sample Run

```
Command Prompt                                    [_][□][X]

C:\test>
C:\test>javac IntAve.java

C:\test>java IntAve
This is program IntAve.
Please enter file name: integers.txt

The average is 5.5

Program complete.

C:\test>
```
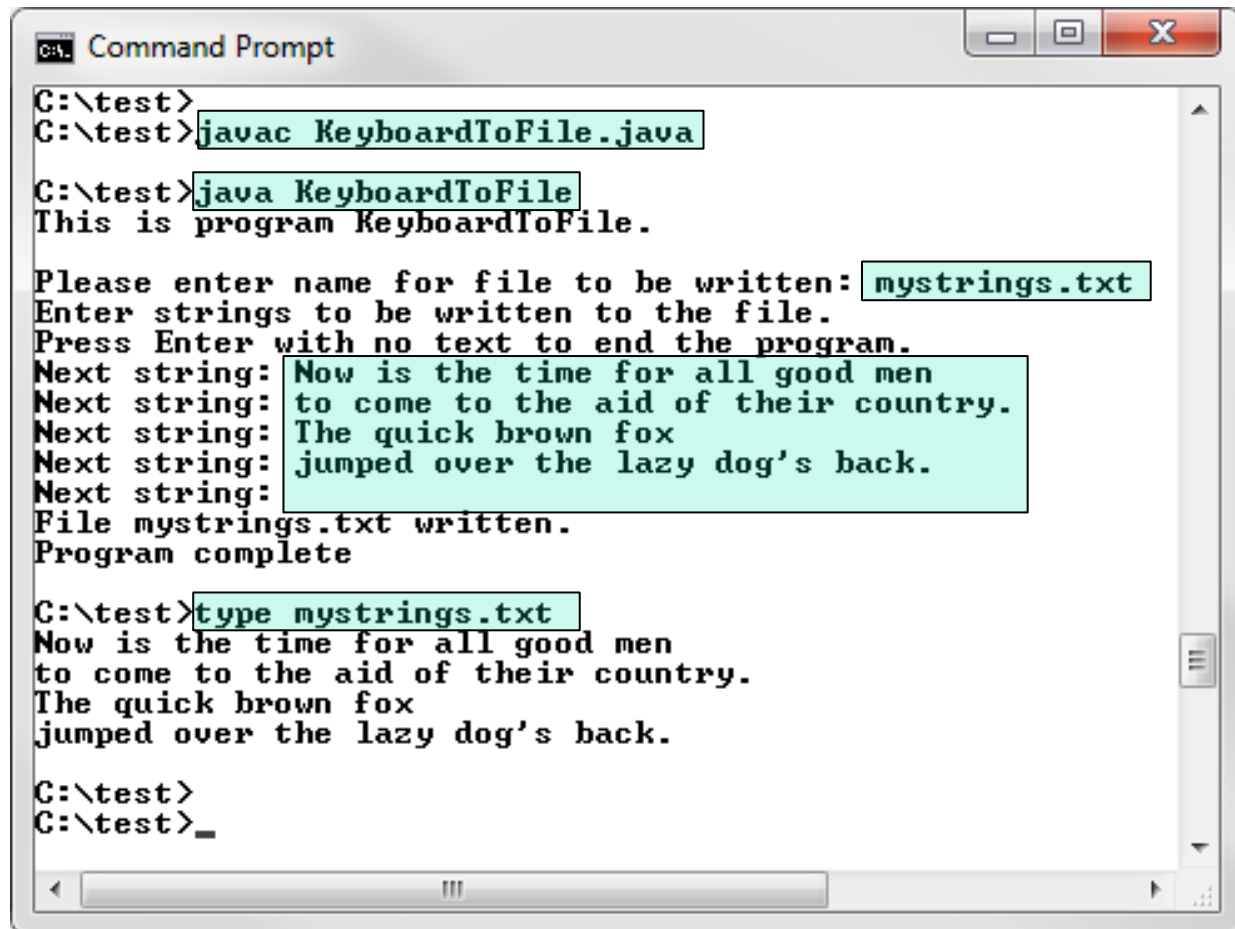
Program 2: Writing a Text File

- Write a program, KeyboardToFile.java, that reads an arbitrary number of strings from the keyboard and writes them to a text file.

- Let the program get the file name from the user.

- When the user enters a zero length string, close the output file and end the program.

Sample Run

Submission

- Put your Java source files into a folder and zip it.
- Submit your zipped Java source files via Canvas Assignments.

- Project is due by 11:59 PM

  - Sunday, March 13 Sections 1 and 2
  - Monday, March 14 Sections 3 and 4

- Recommendation:
  Do this project in your lab session or help session.

Ground Rules

- It is OK to *discuss* the project with other students BUT
  - Do not share your code with other students.
  - Before or after submitting the project.

- Do not copy any other student's code.
  - Or even look at it.

- Do not let anyone copy or examine your code.

Ground Rules

Except for code posted on the class web site

- ## Do not copy code from the Internet
  - or any other source (other than the textbook.)

- ## Do not ask for help on an Internet forum.
  - If you need help, ask your instructor or a TA.
  - Come to lab and help sessions.

- ## Write your own code.