Table 1: Sink methods. We remove the prefix of class name for conciseness.

Method *(Class: Return Type + Method)*	Indices of Sinked Arguments	Existing Tools
OutputStream: void write(byte[]	1	✔
OutputStream: void write(int)	1	✔
OutputStream: void write(byte[],int,int)	1	✔
FileOutputStream: void write(byte[]	1	✔
FileOutputStream: void write(int)	1	✔
FileOutputStream: void write(byte[],int,int)	1	✔
Writer: void write(char[])>	1	✔
Writer: void write(String)	1	✔
Writer: void write(char[],int,int)	1	✔
Writer: void write(int)	1	✔
Writer: void write(String,int,int)	1	✔
Writer: Writer append(char)	1	✔
Writer: Writer append(CharSequence)	1	✔
Writer: Writer append(CharSequence,int,int)	1	✔
OutputStreamWriter: void write(char[])>	1	✔
OutputStreamWriter: void write(String)	1	✔
OutputStreamWriter: void write(char[],int,int)	1	✔
OutputStreamWriter: void write(int)	1	✔
OutputStreamWriter: void write(String,int,int)	1	✔
OutputStreamWriter: Writer append(char)	1	✔
OutputStreamWriter: Writer append(CharSequence)	1	✔
OutputStreamWriter: Writer append(CharSequence,int,int)	1	✔
FileWriter: void write(char[])	1	✔
FileWriter: void write(String)	1	✔
FileWriter: void write(char[],int,int)	1	✔
FileWriter: void write(int)	1	✔
FileWriter: void write(String,int,int)	1	✔
FileWriter: Writer append(char)	1	✔
FileWriter: Writer append(CharSequence)	1	✔
FileWriter: Writer append(CharSequence,int,int)	1	✔
BufferedWriter: void write(char[])	1	✔
BufferedWriter: void write(String)	1	✔
BufferedWriter: void write(char[],int,int)	1	✔
BufferedWriter: void write(int)	1	✔
BufferedWriter: void write(String,int,int)	1	✔
BufferedWriter: Writer append(char)	1	✔
BufferedWriter: Writer append(CharSequence)	1	✔
BufferedWriter: Writer append(CharSequence,int,int)	1	✔
PrintWriter: void print(boolean)	1	✔
PrintWriter: void print(char)	1	✔
PrintWriter: void print(char[])	1	✔
PrintWriter: void print(double)	1	✔
PrintWriter: void print(float)	1	✔
PrintWriter: void print(int)	1	✔
PrintWriter: void print(long)	1	✔
PrintWriter: void print(Object)	1	✔
PrintWriter: void print(String)	1	✔
PrintWriter: void println(boolean)	1	✔
PrintWriter: void println(char)	1	✔
PrintWriter: void println(char[])	1	✔
PrintWriter: void println(double)	1	✔
PrintWriter: void println(float)	1	✔
PrintWriter: void println(int)	1	✔
PrintWriter: void println(long)	1	✔
PrintWriter: void println(Object)	1	✔
PrintWriter: void println(String)	1	✔
PrintWriter: void write(char[])	1	✔
PrintWriter: void write(char[],int,int)	1	✔
PrintWriter: void write(int)	1	✔
PrintWriter: void write(String)	1	✔
PrintWriter: void write(String,int,int)	1	✔
PrintWriter: PrintWriter append(char)	1	✔
PrintWriter: PrintWriter append(CharSequence)	1	✔
PrintWriter: PrintWriter append(CharSequence,int,int)	1	✔

Table 2: Sink methods. We remove the prefix of class name for conciseness.

Method *(Class: Return Type + Method)*	Indices of Sinked Arguments	Existing Tools
RandomAccessFile: void write(byte[],int,int)	1	✔
RandomAccessFile: void write(byte[])	1	✔
RandomAccessFile: void writeFloat(float)	1	✔
RandomAccessFile: void writeDouble(double)	1	✔
RandomAccessFile: void writeBytes(String)	1	✔
RandomAccessFile: void writeChars(String)	1	✔
RandomAccessFile: void writeChar(int)	1	✔
RandomAccessFile: void writeUTF(String)	1	✔
FileChannel: int write(ByteBuffer	1	✔
FileChannel: long write(ByteBuffer[]	1	✔
FileChannel: long write(ByteBuffer[],int,int)	1	✔
FileChannel: int write(ByteBuffer,long)	1	✔
SQLiteDatabase: int update(String,ContentValues,String,String[])	2	✔
SQLiteDatabase: int updateWithOnConflict(String,ContentValues,String,String[],int)	2	✔
SQLiteDatabase: long insert(String,String,ContentValues)	3	✔
SQLiteDatabase: long insertOrThrow(String,String,ContentValues)	3	✔
SQLiteDatabase: long insertWithOnConflict(String,String,ContentValues.int)	3	✔
SharedPreferences.Editor: SharedPreferences.Editor putBoolean(String,boolean)	1, 2	✔
SharedPreferences.Editor: SharedPreferences.Editor putFloat(String,float)	1, 2	✔
SharedPreferences.Editor: SharedPreferences.Editor putInt(String,int)	1, 2	✔
SharedPreferences.Editor: SharedPreferences.Editor putLong(String,long)	1, 2	✔
SharedPreferences.Editor: SharedPreferences.Editor putString(String,String)	1, 2	✔
SharedPreferences.Editor: SharedPreferences.Editor putStringSet(String,Set)	1, 2	✔