**Chapter 10: Using I/O**

* The Java I/O system is enormous, but it’s consistent so once the fundamentals are understood then it’s easy to pick up.
* The following I/O is text-based and not GUI-based.
* I/O is based on streams: either consume or produce information. The streams can be used across different devices regardless of device differences.
* Two types of I/O streams:
  + Byte: Easily handle I/O in bytes like writing/reading binary data like files. Input/Output Stream are the base classes.
  + Character: Work with I/O of characters in Unicode for internationalization. Reader/Writer for base classes.