

PrintStream

The toy event class that you write will make reference to the `PrintStream` class from the `java.io` package. The `PrintStream` class provides a method `println` that allows a line of textual data to be written to the `PrintStream`. The Kotlin `println` function that you are familiar with simply invokes the `println` method of a special `PrintStream` object reference called `System.out`, which corresponds to the standard output of your program.