Dt : 4/11/2023

faq:

define 'Serializable'?

  =>Serializable is an empty-interface from java.io package and which

    support Serialization and DeSerialization process.

    =>This Serializable is known as known as Marker Interface.

=>Based on Serialization process the Objects in Java are categorized

 into two types:

    1.Serializable Objects

    2.NonSerializable Objects

1.Serializable Objects:

 =>The Objects which are generated from the classes and the classes are

  implementation classes of Serializable-Interface,are known as

  Serializable Object.

 =>These Serializable object can be moved on the network from one location

  to another location.

 =>All CoreJava Objects are Serializable Objects.

2.NonSerializable Objects:

  =>The Objects which are generated from the classes and the Classes are

not implementation classes of Serializable-Interface,are known as

NonSerializable Objects

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=>The following are some important classes related to Character Stream:

   (a)BufferedReader

   (b)FileReader

   (c)FileWriter

(a)BufferedReader:

  =>BufferedReader class is from java.io package and which is used to

   read Character-Stream into JavaProgram.

  syntax:

  BufferedReader br = new BufferedReader(new InputStreamReader(System.in));

(b)FileReader:

  =>FileReader class is from java.io package and which is used to find

   the file and opens the file to read Character-Stream.

  syntax:

  FileReader fr = new FileReader(Source);

(c)FileWriter:

  =>FileWriter class is from java.io package and which is used to create

   a new file and opens the file to write Character-Stream.

  syntax:

  FileWriter fw = new FileWriter(Destination);

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Ex-program:

Wap to read Character Stream from Console and store into file,and also

display the data?

Program : DemoFile2.java(MainClass)

```java
package maccess;
import java.io.*;
public class DemoFile2 {
    public static void main(String[] args) {
        try {
        BufferedReader br = new BufferedReader
                    (new InputStreamReader(System.in));
        File f = new File("D:\\Images\\Text.txt");
        FileWriter fw = new FileWriter(f);
                    //New File is created
        System.out.println("Enter the Stream-data:(@ at
end)");
        char ch;
        while((ch=(char)br.read())!='@')
        {
            fw.write(ch);
        }//end of loop
            System.out.println("Data Stored to file
Successfully....");
            fw.close();
```

```java
            System.out.println("---Display data from
file---");

            FileReader fr = new FileReader(f);
            int k;
            while((k=fr.read())!=-1)
            {
              System.out.print((char)k);
            }
            fr.close();
        br.close();
        }catch(Exception e) {e.printStackTrace();}
    }
}
```

o/p:

Enter the Stream-data:(@ at end)

java

prog

nit

task

thread

simple

int

float

char

@

Data Stored to file Successfully....

---Display data from file---

java

prog

nit

task

thread

simple

int

float

char

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faq:

define 'File' Class?

  =>'File' class is from java.io package and which is used to find the

   properties of file like file_length,file_exists_or_not,file_path,...

syntax:

File f = new File(fPath&fName);

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