

Programación Orientada a Objetos

Entrada-Salida

CEIS

2021-1

Agenda

Conceptos

- En general

- En java

Objetos

- Mecanismo

- Batalla Naval

Texto-Archivos

- Mecanismo

- Batalla Naval

Caracteres-Estandar

- Mecanismo

- Batalla Naval

- Final

Agenda

Conceptos

En general

En java

Objetos

Mecanismo

Batalla Naval

Texto-Archivos

Mecanismo

Batalla Naval

Caracteres-Estandar

Mecanismo

Batalla Naval

Final

Entrada-Salida

¿Desde dónde? ¿Hacia dónde?

¿Cómo?

- ▶ Como máquina, ¿qué es lo real?
- ▶ Como humanos, ¿qué queremos ver?
- ▶ Como lenguaje O.O, ¿qué querría ver?

Agenda

Conceptos

En general

En java

Objetos

Mecanismo

Batalla Naval

Texto-Archivos

Mecanismo

Batalla Naval

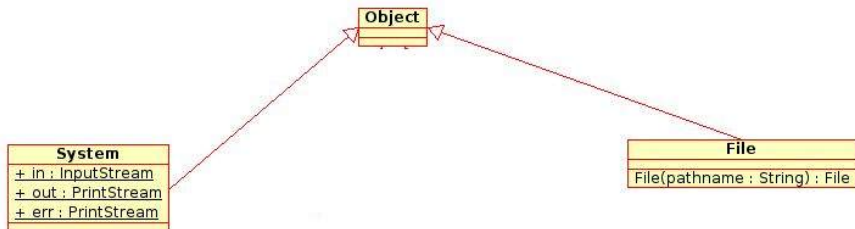
Caracteres-Estandar

Mecanismo

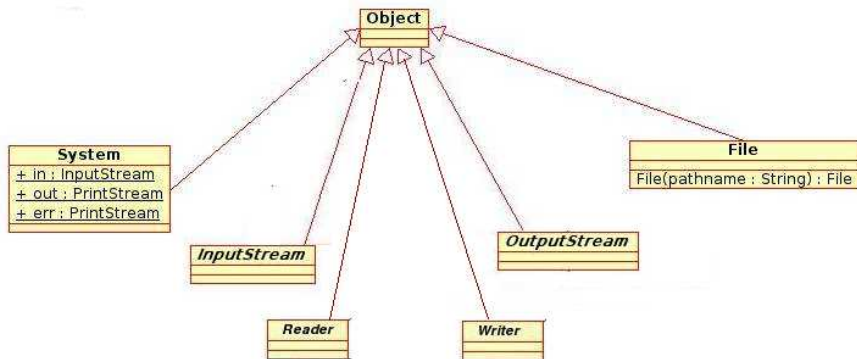
Batalla Naval

Final

Entrada-Salida



Entrada-Salida



Entrada-Salida

java.io

Class IOException

```
java.lang.Object
├ java.lang.Throwable
│   └ java.lang.Exception
│       └ java.io.IOException
```

All Implemented Interfaces:

[Serializable](#)

Direct Known Subclasses:

[ChangedCharSetException](#), [CharacterCodingException](#), [CharConversionException](#),
[ClosedChannelException](#), [EOFException](#), [FileLockInterruptedException](#), [FileNotFoundException](#),
[HttpRetryException](#), [IOException](#), [InterruptedIOException](#), [InvalidPropertiesFormatException](#),
[JMXProviderException](#), [JMXServerErrorException](#), [MalformedURLException](#),
[ObjectStreamException](#), [ProtocolException](#), [RemoteException](#), [SaslException](#), [SocketException](#),
[SSLException](#), [SyncFailedException](#), [UnknownHostException](#), [UnknownServiceException](#),
[UnsupportedEncodingException](#), [UTFDataFormatException](#), [ZipException](#)

Agenda

Conceptos

En general

En java

Objetos

Mecanismo

Batalla Naval

Texto-Archivos

Mecanismo

Batalla Naval

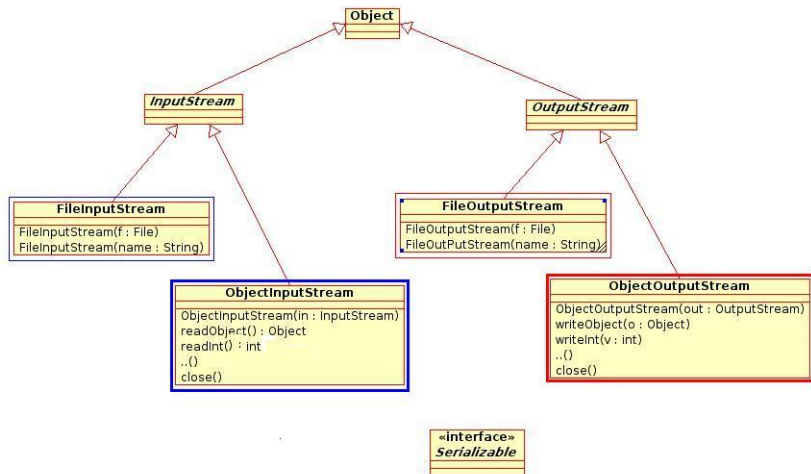
Caracteres-Estandar

Mecanismo

Batalla Naval

Final

Objetos



Objetos

Para escribir

```
Worm w = new Worm(6, 'a');  
System.out.println("w = " + w);  
ObjectOutputStream out = new ObjectOutputStream(  
    new FileOutputStream("worm.out"));  
out.writeObject("Worm storage\n");  
out.writeObject(w);  
out.close();
```



Objetos

Para leer

```
ObjectInputStream in = new ObjectInputStream(  
    new FileInputStream("worm.out"));  
String s = (String)in.readObject();  
Worm w2 = (Worm)in.readObject();  
System.out.println(s + "w2 = " + w2);  
in.close();
```



Objetos

Excepciones

```
// Throw exceptions to console:  
public static void main(String[] args)  
    throws ClassNotFoundException,  
        IOException {
```

Agenda

Conceptos

En general

En java

Objetos

Mecanismo

Batalla Naval

Texto-Archivos

Mecanismo

Batalla Naval

Caracteres-Estandar

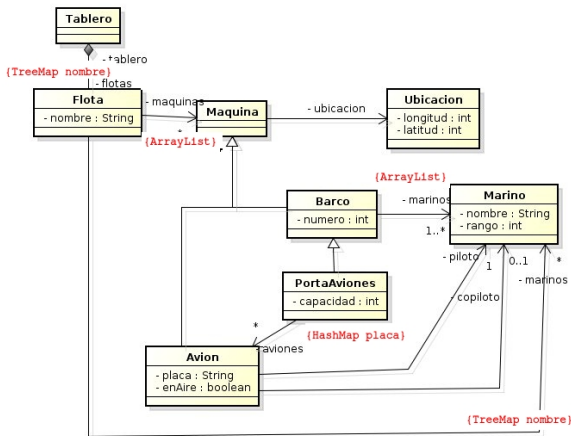
Mecanismo

Batalla Naval

Final

Batalla Naval

Como objeto



- ▶ `salve(archivo:String)`
- ▶ `cargue(archivo:String)`

Agenda

Conceptos

En general

En java

Objetos

Mecanismo

Batalla Naval

Texto-Archivos

Mecanismo

Batalla Naval

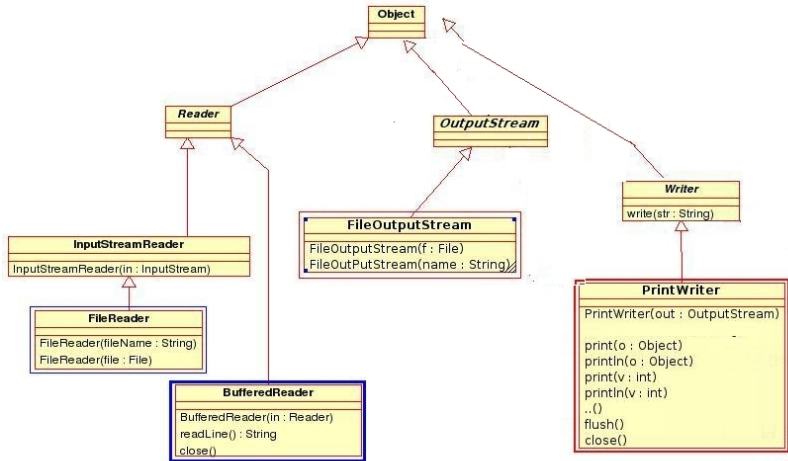
Caracteres-Estandar

Mecanismo

Batalla Naval

Final

Texto



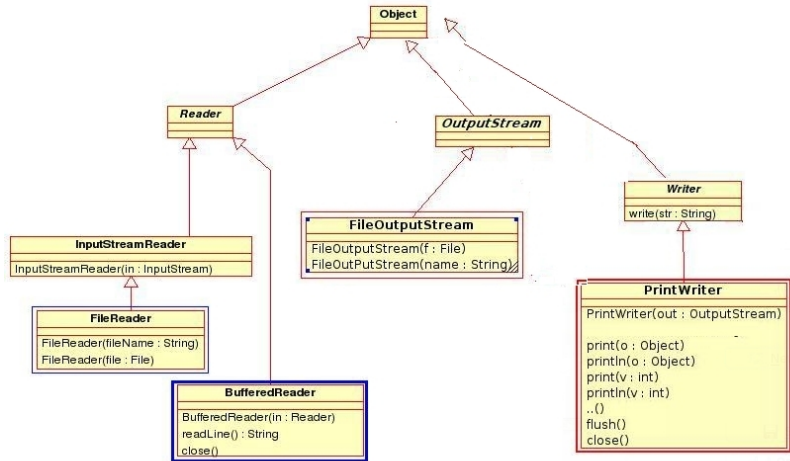
Texto

Escribir

```
PrintWriter pw = new PrintWriter(  
    new FileOutputStream(nameOfFileToBeWrittenTo) );  
  
while (we still have more data to output) {  
    pw.println(whatever data we wish to output);  
}  
  
// Close the PrintWriter, which automatically closes  
// the encapsulated FileOutputStream, as well.  
pw.close();
```



Texto



Texto

Leer

```
BufferedReader bIn = new BufferedReader(  
    new FileReader(nameOfFileToBeReadFrom) );  
// Read the first line from the file.  
String line = bIn.readLine();  
while (line != null) {  
    line = line.trim();  
    line = bIn.readLine();  
}  
bIn.close();
```

trim

```
public String trim()
```

Returns a copy of the string, with leading and trailing whitespace omitted.

If this `String` object represents an empty character sequence, or the first and last characters of character sequence represented by this `String` object both have codes greater than `'\u0020'` (the space character), then a reference to this `String` object is returned.

Otherwise, if there is no character with a code greater than `'\u0020'` in the string, then a new `String` object representing an empty string is created and returned.

Otherwise, let k be the index of the first character in the string whose code is greater than `'\u0020'`, and let m be the index of the last character in the string whose code is greater than `'\u0020'`. A new `String` object is created, representing the substring of this string that begins with the character at index k and ends with the character at index m —that is, the result of `this.substring(k , $m+1$)`.

This method may be used to trim whitespace (as defined above) from the beginning and end of a string.

Returns:

A copy of this string with leading and trailing white space removed, or this string if it has no leading or trailing white space.

Agenda

Conceptos

En general

En java

Objetos

Mecanismo

Batalla Naval

Texto-Archivos

Mecanismo

Batalla Naval

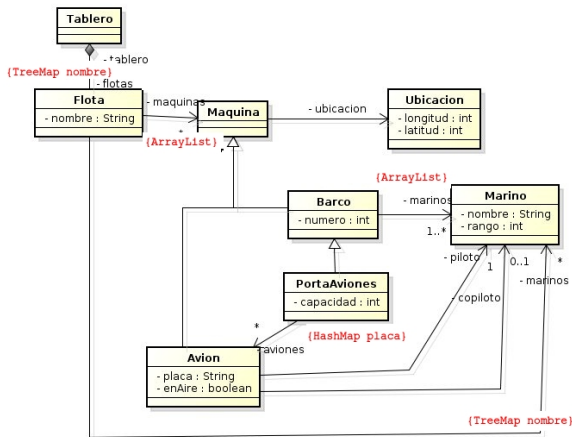
Caracteres-Estandar

Mecanismo

Batalla Naval

Final

Batalla Naval



- Generar, a archivo, un informe de las flotas: número de flotas y nombre y número de máquinas de cada una
- Adicionar nuevas flotas, sus nombres están en un archivo

Agenda

Conceptos

En general

En java

Objetos

Mecanismo

Batalla Naval

Texto-Archivos

Mecanismo

Batalla Naval

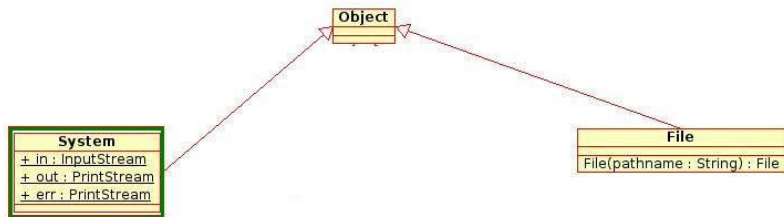
Caracteres-Estandar

Mecanismo

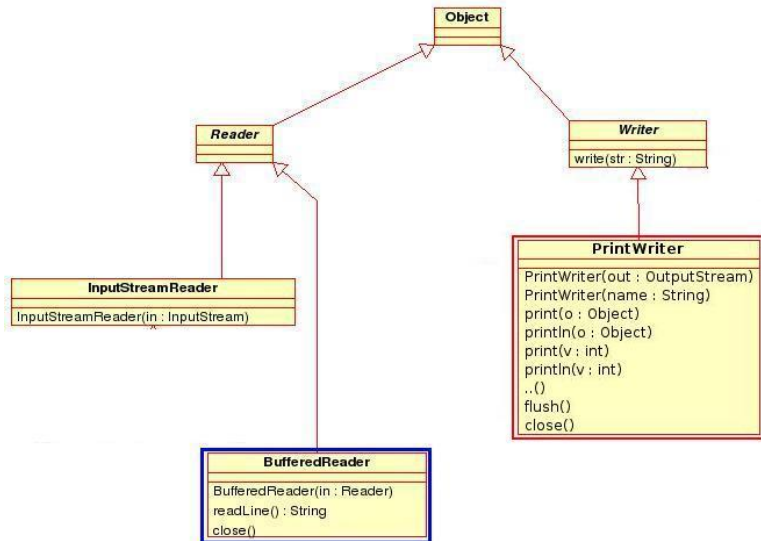
Batalla Naval

Final

Entrada-Salida



Caracteres



Texto-Estandar

Para leer

```
import java.io.*;

public class Echo {
    public static void main(String[] args)
        throws IOException {
        BufferedReader in = new BufferedReader(
            new InputStreamReader(System.in));
        String s;
        while((s = in.readLine()) != null && s.length() != 0)
            System.out.println(s);
        // An empty line or Ctrl-Z terminates the program
    }
} ///:~
```

Texto-Estandar

Para escribir

```
import java.io.*;

public class ChangeSystemOut {

    public static void main(String[] args) {
        PrintWriter out = new PrintWriter(System.out, true);
        out.println("Hello, world");
    }
} ///:~
```

Agenda

Conceptos

En general

En java

Objetos

Mecanismo

Batalla Naval

Texto-Archivos

Mecanismo

Batalla Naval

Caracteres-Estandar

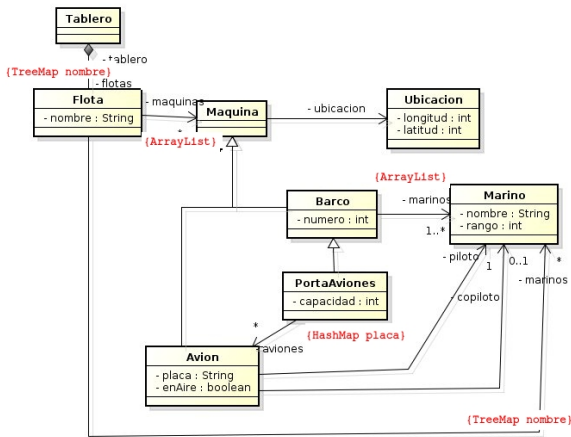
Mecanismo

Batalla Naval

Final

Batalla Naval

BatallaNaval Consultor



- Un usuario REAL quiere consultar la información básica de una flota dado su nombre

Número de máquinas

Agenda

Conceptos

En general

En java

Objetos

Mecanismo

Batalla Naval

Texto-Archivos

Mecanismo

Batalla Naval

Caracteres-Estandar

Mecanismo

Batalla Naval

Final

Texto-Estandar

Redireccionando

```
//: cl2:Redirecting.java
// Demonstrates standard I/O redirection.
import java.io.*;
public class Redirecting {
    // Throw exceptions to console:
    public static void main(String[] args)
        throws IOException {
        PrintStream console = System.out;
        BufferedInputStream in = new BufferedInputStream(
            new FileInputStream("Redirecting.java"));
        PrintStream out = new PrintStream(
            new BufferedOutputStream(
                new FileOutputStream("test.out")));
        System.setIn(in);
        System.setOut(out);
        System.setErr(out);
        BufferedReader br = new BufferedReader(
            new InputStreamReader(System.in));
        String s;
        while((s = br.readLine()) != null)
            System.out.println(s);
        out.close(); // Remember this!
        System.setOut(console);
    }
} ////:~
```


Texto-Estandar

Redireccionando- De System.

static void	setErr(PrintStream err) Reassigns the "standard" error output stream.
static void	setIn(InputStream in) Reassigns the "standard" input stream.
static void	setOut(PrintStream out) Reassigns the "standard" output stream.