

9.6 File Class

The File class is an abstract representation of file and directory pathname. A pathname can be either absolute or relative.

The File classes have several methods for working with directories and files such as creating new directories or files, deleting and renaming directories or files, listing the contents of a directory etc.

This class contains methods for supporting the following operations:

1. Creating a file.
2. Opening a file.
3. Closing a file.
4. Deleting a file.
5. Getting the name of a file.
6. Getting the size of file.
7. Checking the resistance of a file.
8. Renaming a file.
9. Checking whether the file is writable.
10. Checking whether the file is readable.

9.8.1 Java FileInputStream:

Java FileInputStream class obtains input bytes from a file.

It is used for reading byte-oriented data (streams of raw bytes) such as image data, audio, video etc.

You can also read character-stream data. But, for reading streams of characters, it is recommended to use FileReader class.

9.8.2 Java FileOutputStream Class:

Java FileOutputStream is an output stream used for writing data to a file.

If you have to write primitive values into a file, use FileOutputStream class.

You can write byte-oriented as well as character-oriented data through FileOutputStream class.

But, for character-oriented data, it is preferred to use FileWriter than FileOutputStream.