*> Declare a string variable to hold the name of the file.
*> Declare a string variable to hold the content that you want to write to the file.
*> Declare a string variable to hold the content that you want to append to the file.
*> Open the file for writing using a FileWriter object.
*> Write the content to the file using the write() method of the FileWriter object.
*> Close the FileWriter.
*> Open the same file for appending using another FileWriter object and setting the append mode to true.
*> Append the content to the file using the write() method of the FileWriter object.
*> Close the FileWriter.
*> Open the file for reading using a FileReader object.
*> Create a BufferedReader object to read the file line by line using the readLine() method.
*> Read each line of the file and process it as needed.
*> Close the BufferedReader and the FileReader.

algorithm for read, write, and append to a file: