



File Class

By Rahul Barve



File Class

- Used to access information about some specific file.
- Objects of `File` do not actually open any file.



File Class

- **Methods:**
 - `boolean exists()`
 - `boolean isDirectory()`
 - `boolean isFile()`
 - `boolean createNewFile()`
 - `boolean delete()`
 - `boolean mkdir()`



RandomAccessFile

By Rahul Barve



RandomAccessFile

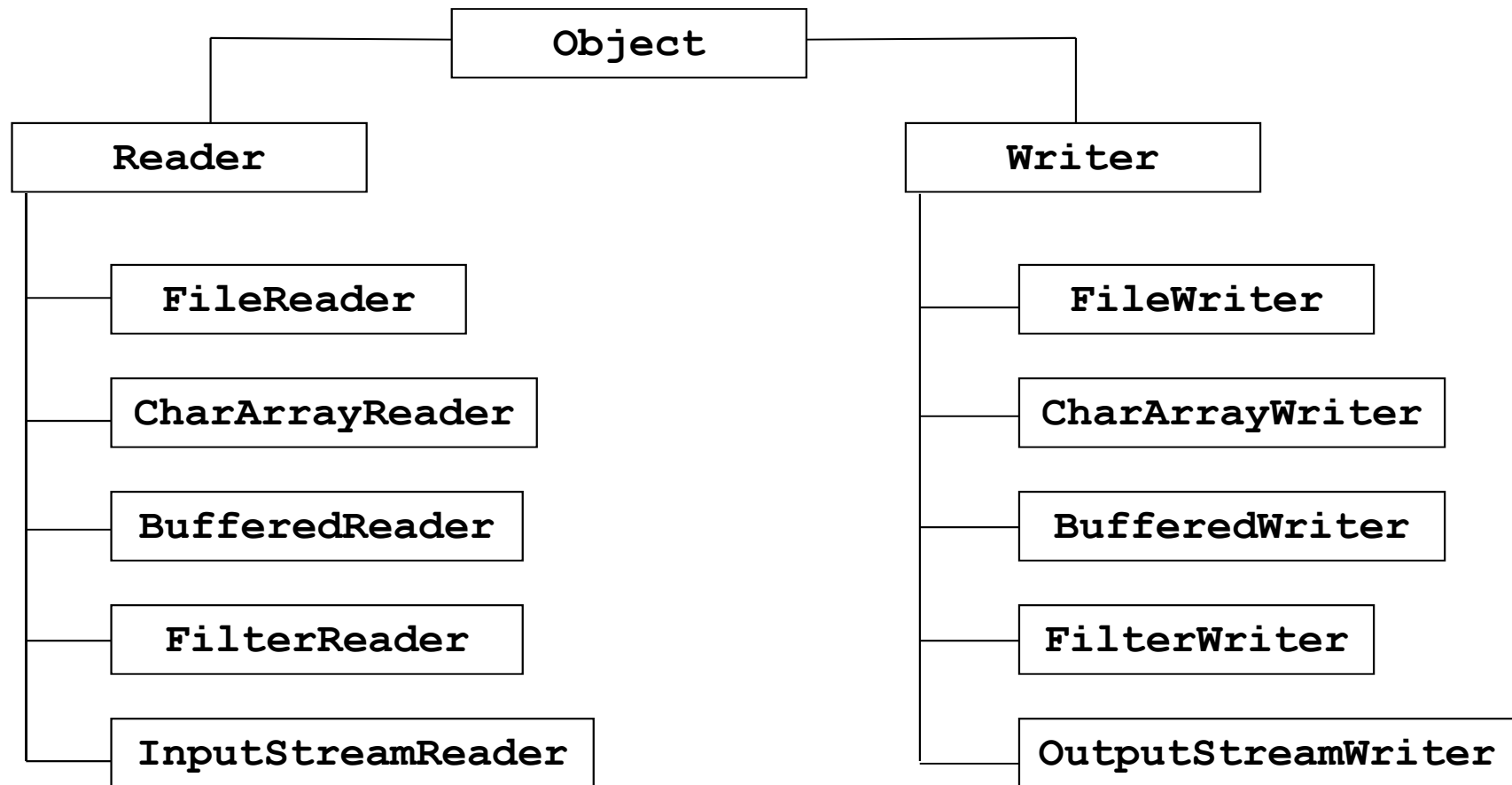
- Allows to place file pointer anywhere in the file, using `seek()` method.
- Can be used to perform both operations:
 - Read
 - Write
- Inherited from `Object` class directly.



Reader – Writer Hierarchy

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Reader – Writer Hierarchy





BufferedReader

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BufferedReader

- A character stream used to apply a buffering model for performance optimization.
- Provides a method `readLine()` which allows to read the contents line by line.



System Class

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System Class

- A class from `java.lang` package.
- Provides `public static final` members to read from input device as keyboard and write to the console of the system.



System Class

- `System.in`

Reference of type `java.io.InputStream` that refers to the I/P device i.e. Keyboard.

- `System.out`

Reference of type `java.io.PrintStream` that refers to the O/P device i.e. Console.