Streams in Java

Text files

Piped streams (an input and an output), useful for communicating between threads

Binary files

Buffered character stream with ease of manipulation (readLine() and println())

Character streams

Byte streams

For non-abstract classes, the types of objects that we can pass to the constructor(s) are in parentheses.

**PrintStream**

**(File, OutputStream, String)**

**ByteArrayOutputStream**

**( )**

**ByteArrayInputStream**

**(Byte[])**

**PipedInputStream**

**(void, PipedOutputStream)**

**FileInputStream**

**(File, String, FileDescriptor)**

**FileOutputStream**

**(File, String, FileDescriptor)**

**PipedOutputStream**

**(void, PipedIntputStream)**

**PipedWriter**

**(void, PipedReader)**

**PipedReader**

**(void, PipedWriter)**

**BufferedInputStream**

**(InputStream)**

**BufferedOutputStream**

**(OutputStream)**

**InputStreamReader**

**(InputStream)**

**FileWriter**

**(File, String, FileDescriptor)**

**OutputStreamWriter**

**(OutputStream)**

**FileReader**

**(File, String, FileDescriptor)**

**PrintWriter**

**(File, OutputStream, String, Writer)**

**BufferedWriter**

**(Writer)**

**BufferedReader**

**(Reader)**

**FilterInputStream**

**(InputStream)**

**FilterOutputStream**

**(OutputStream)**

***OutputStream***

***InputStream***

**CharArrayWriter**

**( )**

**CharArrayReader**

**(char[])**

**StringReader**

**(String)**

**StringWriter**

**( )**

***Reader***

***Writer***

**Object**