

**Java**

*I/O*

# File

- Long-term storage of large amounts of data
- Persistent data exists after termination of program
- Files stored on secondary storage devices
  - Magnetic disks
  - Optical disks
  - Magnetic tapes
- Sequential and random access files

# File Class

- Provides useful information about a file or directory
- Does not open files or process files
- To obtain or manipulate path, time, date, permissions etc
- Constructor
  - `File(String directoryPath)`
  - `File(String directoryPath, String fileName)`
  - `File(File dirObj, String fileName)`
- ***Example: FileDemo.java***

# Directory Class

- Directories are also files
- Contains list of files and directories
- For `Directory.isDirectory()` returns true
- *String[] list()*
  - returns an array of strings that gives the files and directories contained
- *File[] listFiles()*
  - Returns array of File objects
- **Example:** *DirectoryDemo.java*

# Stream Classes

- Java views a File as a stream of bytes.
  - File ends with end-of-file marker or a specific byte number
  - File as a stream of bytes associated with an object.
  - Java also associates streams with devices
    - System.in, System.out, and System.err
  - Streams can be redirected
- Stream is an abstraction that either produces or consumes information

# Stream Classes

- Java's stream-based I/O is built upon four abstract classes.
  - InputStream, OutputStream (for byte streams)
  - Reader, Writer (for character streams)
- They form separate hierarchies
- Use the character stream classes when working with characters or strings
- Use the byte stream classes when working with bytes or other binary objects

# Byte Stream Classes

- Byte-Stream classes are topped by ***InputStream*** and ***OutputStream*** classes
- ***InputStream*** is an abstract class that defines Java's model of streaming byte input.

*int available()*                      *void close()*      *int read()*  
*int read(byte buff[])*      *int read(byte buff[], int off, int num)*

- ***OutputStream*** is an abstract class that defines Java's model of streaming byte output.

*void flush()*                      *void close()*      *void write(int b)*  
*void write(byte buff[])*      *void write(byte buff[], int off, int num)*

# FileInputStream

- ***FileInputStream*** class creates an ***InputStream*** that you can use to read bytes from a file
- Constructors
  - `FileInputStream(String filePath)`
  - `FileInputStream(File fileObj)`
- ***Example: FileInputStreamDemo.java***



# FileOutputStream

- ***FileOutputStream*** class creates an ***OutputStream*** that you can use to write bytes to a file
- Constructors
  - `FileOutputStream(String filePath)`
  - `FileOutputStream(File fileObj)`
  - `FileOutputStream(String path, boolean append)`
  - `FileOutputStream(File obj, boolean append)`
- ***Example:*** *FileOutputStreamDemo.java*, *FileCopyDemo.java*

# Character Streams

- Character Stream classes are topped by ***Reader*** and ***Writer*** class
- ***Reader*** is an abstract class that defines Java's model of streaming character input

*void close()                    int read()   int read(char buff[])  
int read(char buff[], int off, int num)*

- ***Writer*** is an abstract class that defines Java's model of streaming character output

*void flush() void close() void write(int ch)  
void write(char buff[]) void write(char buff[], int off, int num)  
void write(String s)       void write(String s, int off, int num)*

# FileReader

- ***FileReader*** class creates a ***Reader*** that you can use to read the contents of a file
- Constructors
  - `FileReader(String filePath)`
  - `FileReader(File fileObj)`
- ***Example: FileReaderDemo.java***

# FileWriter

- ***FileWriter*** class creates a ***Writer*** that you can use to write to a file
- Constructors
  - `FileWriter(String filePath)`
  - `FileWriter(File fileObj)`
  - `FileWriter(String path, boolean append)`
  - `FileWriter(File obj, boolean append)`
- ***Example: FileWriterDemo.java***

# BufferedReader

- ***BufferedReader*** is a ***Reader*** that buffers input
- It improves performance by reducing the number of times data is actually physically read from the input stream
- Constructors
  - `BufferedReader(Reader reader)`
  - `BufferedReader(Reader reader, int bufferSize)`
- ***Example: BufferedReaderDemo.java***

# BufferedWriter

- ***BufferedWriter*** is a ***Writer*** that buffers output
- It improves performance by reducing the number of times data actually physically written to the output stream
- Constructors
  - `BufferedWriter(Writer writer)`
  - `BufferedWriter(Writer writer, int bufferSize)`
- ***Example: BufferedWriterDemo.java***

# Serialization

- Serialization is the process of writing the state of an object to a byte stream
  - This is useful when you want to save the state of your program to a persistent storage such as file
  - Later these objects can be restored by using the process of deserialization
- Serialization can be achieved by implementing ***Serializable*** interface

# Object(Input/Output)Stream

- ***ObjectInputStream*** class extends the ***InputStream*** class
- It is responsible for reading objects from a stream
- ***ObjectOutputStream*** class extends the ***OutputStream*** class
- It is responsible for writing objects to a stream
- ***Example: ObjectSerializationDemo.java***