**Java ByteArrayInputStream Class**

The ByteArrayInputStream is composed of two words: ByteArray and InputStream. As the name suggests, it can be used to read byte array as input stream.

Java ByteArrayInputStream class contains an internal buffer which is used to **read byte array** as stream. In this stream, the data is read from a byte array.

The buffer of ByteArrayInputStream automatically grows according to data.

**Java ByteArrayInputStream class declaration**

Let's see the declaration for Java.io.ByteArrayInputStream class:

1. **public** **class** ByteArrayInputStream **extends** InputStream

**Java ByteArrayInputStream class constructors**

|  |  |
| --- | --- |
| **Constructor** | **Description** |
| ByteArrayInputStream(byte[] ary) | Creates a new byte array input stream which uses **ary** as its buffer array. |
| ByteArrayInputStream(byte[] ary, int offset, int len) | Creates a new byte array input stream which uses **ary** as its buffer array that can read up to specified **len** bytes of data from an array. |

**Java ByteArrayInputStream class methods**

|  |  |
| --- | --- |
| **Methods** | **Description** |
| int available() | It is used to return the number of remaining bytes that can be read from the input stream. |
| int read() | It is used to read the next byte of data from the input stream. |
| int read(byte[] ary, int off, int len) | It is used to read up to len bytes of data from an array of bytes in the input stream. |
| boolean markSupported() | It is used to test the input stream for mark and reset method. |
| long skip(long x) | It is used to skip the x bytes of input from the input stream. |
| void mark(int readAheadLimit) | It is used to set the current marked position in the stream. |
| void reset() | It is used to reset the buffer of a byte array. |
| void close() | It is used for closing a ByteArrayInputStream. |

**Example**

|  |  |
| --- | --- |
| **package** com.company;  **import** java.io.\*;  **public class** Main {   **public static void** main(String[] args) **throws** Exception{  **try** {  **byte**[] b = {65,66,67,68,69};  ByteArrayInputStream byteArrayInputStream = **new** ByteArrayInputStream(b);  **int** k = 0;  **while** ((k = byteArrayInputStream.read()) != -1){  System.***out***.println((**char**)k);  }  } **catch** (Exception ex){  System.***out***.println(**"Message : "** + ex);  }  } } | **A**  **B**  **C**  **D**  **E** |