BUFFERED READER CLASS

Assignment: 6

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BUFFERED READER CLASS:

This is the Java classical method to take input, Introduced in JDK1.0. This method is used by wrapping the System.in (standard input stream) in an InputStreamReader which is wrapped in a BufferedReader, we can read input from the user in the command line.

- The input is buffered for efficient reading.
- The wrapping code is hard to remember.

The BufferedReader class is a part of the Java I/O (Input/Output) package and is used for efficient reading of characters from a stream of text data. It extends the Reader class and provides buffering capabilities, which means it reads data from an underlying Reader or InputStream in chunks and stores it in an internal buffer. This buffering mechanism reduces the number of I/O operations and improves reading performance.

1. Import the required packages:

```
import java.io.BufferedReader;

import java.io.IOException;

import java.io.InputStreamReader;
```

2. Create a BufferedReader object:

```
BufferedReader reader = new BufferedReader(new InputStreamReader
(System.in));
```

3. Use the readLine() method to read input:

```
// Reading data using readLine
    String name = reader.readLine();
// Printing the read line
    System.out.println(name);
```

Example:

```
import java.io.BufferedReader;
import java.io.IOException;
import java.io.InputStreamReader;
public class Test {
public static void main(String[] args)
throws IOException
{
// Enter data using BufferReader
BufferedReader reader = new BufferedReader(
new InputStreamReader(System.in));
// Reading data using readLine
String name = reader.readLine();
// Printing the read line
System.out.println(name);
}
}
```

Input:

Omkar

Output:

Omkar