

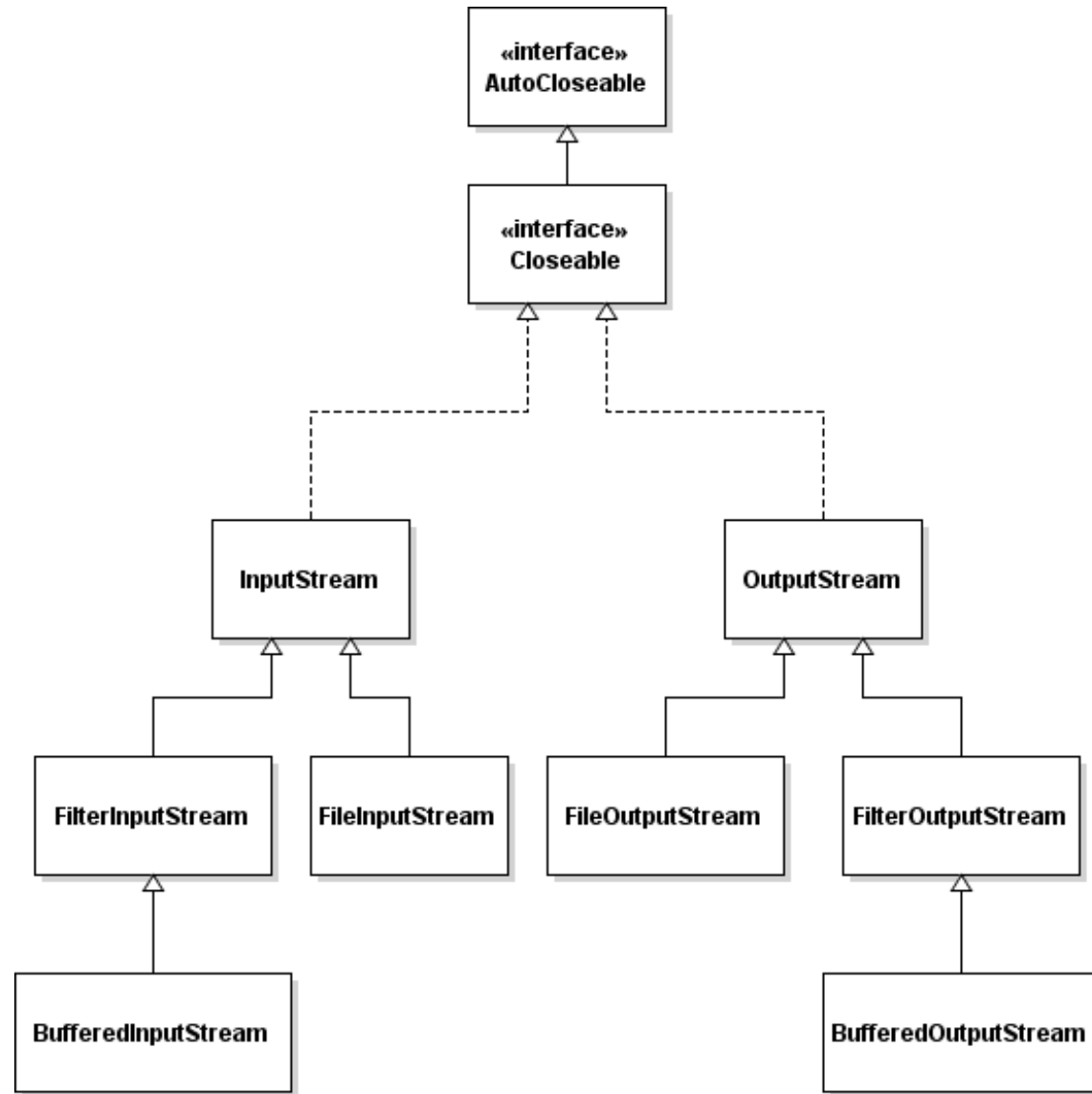
# APLICAÇÃO DA LINGUAGEM DE PROGRAMAÇÃO ORIENTADA À OBJETOS - ALPOO

## Aula - Java File I/O

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# Read and Write Text File in Java - Introduction



# How to Read and Write Text File in Java

In this classe, we'll see you **how to read from and write to text (or character) files using classes available in the java.io package.**

First, let's look at the different classes that are capable of reading and writing character streams.

# Reader, InputStreamReader, FileReader and

**Reader** is the **abstract class** for reading character streams. It implements the following fundamental methods:

***read():*** reads a single character.

***read(char[]):*** reads an array of characters.

***skip(long):*** skips some characters.

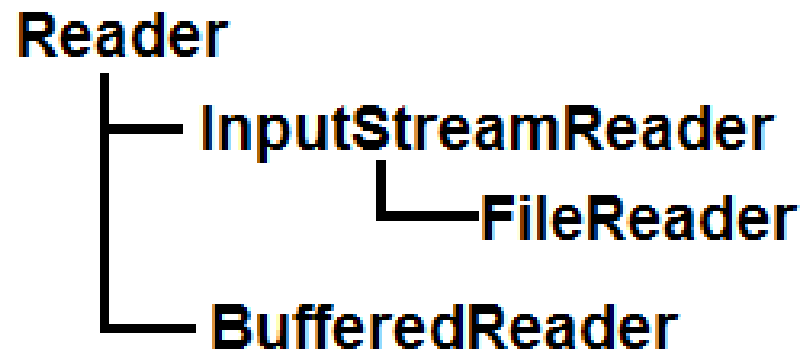
***close():*** closes the stream.

**InputStreamReader** is a bridge from byte streams to character streams. It converts bytes into characters using a specified charset. The charset can be default character encoding of the operating system, or can be specified explicitly when creating an InputStreamReader.

# Reader, InputStreamReader, FileReader and

**FileReader** is a **convenient class** for reading text files using the default character encoding of the operating system.

**BufferedReader** reads text from a character stream with efficiency (characters are buffered to avoid frequently reading from the underlying stream) and provides a convenient method for reading a line of text `readLine()`.



# Writer, OutputStreamWriter, FileWriter and

**Writer** is the abstract class for writing character streams. It implements the following fundamental methods:

***write(int)***: writes a single character.

***write(char[])***: writes an array of characters.

***write(String)***: writes a string.

***close()***: closes the stream.

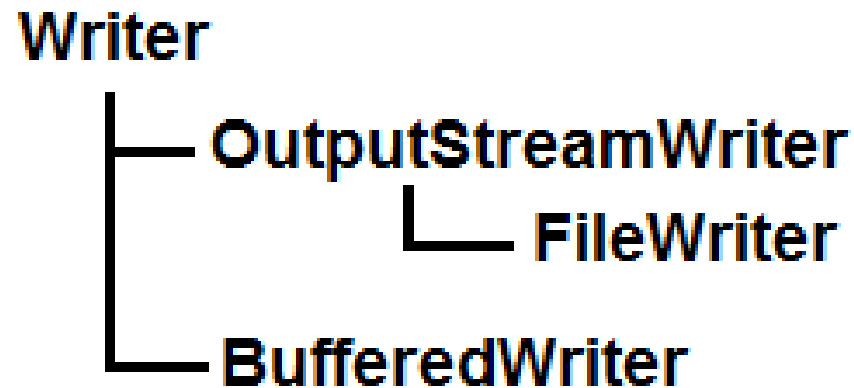
**OutputStreamWriter** is a bridge from byte streams to character streams.

Characters are encoded into bytes using a specified charset. The charset can be default character encoding of the operating system, or can be specified explicitly when creating an OutputStreamWriter.

# Writer, OutputStreamWriter, FileWriter and

**FileWriter** is a convenient class for writing text files using the default character encoding of the operating system.

**BufferedWriter** writes text to a character stream with efficiency (characters, arrays and strings are buffered to avoid frequently writing to the underlying stream) and provides a convenient method for writing a line separator: `newLine()`.



# Character Encoding and Charset

When constructing a reader or writer object, the **default character encoding of the operating system** is used (e.g. Cp1252 on Windows):

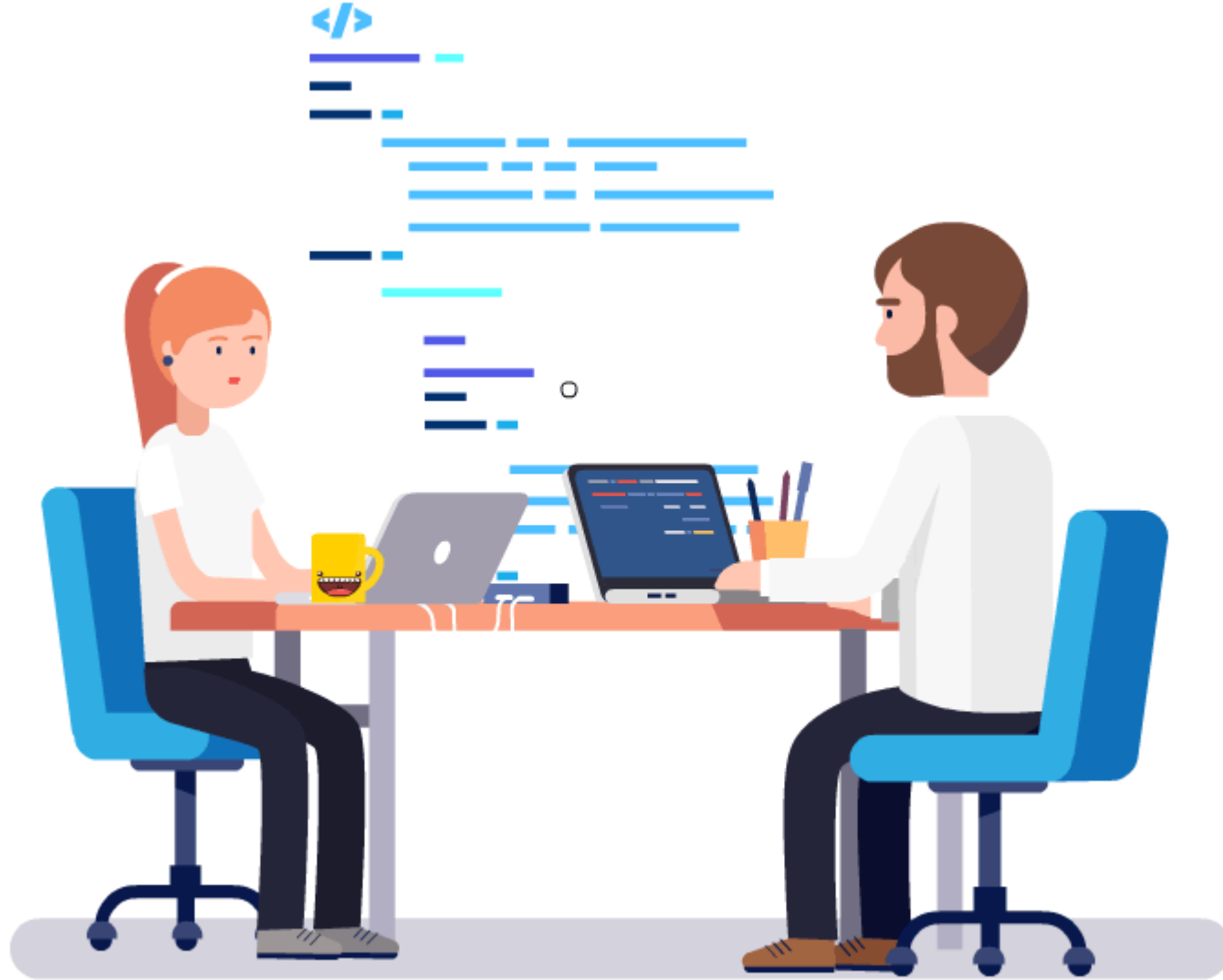
```
FileReader reader = new FileReader("C:\\MyFile.txt");  
FileWriter writer = new FileWriter(" C:\\ YourFile.txt");
```

```
InputStreamReader reader = new InputStreamReader(new  
FileInputStream(" C:\\MyFile.txt"), "UTF-16");
```

```
OutputStreamWriter writer = new OutputStreamWriter(new  
FileOutputStream(" C:\\YourFile.txt"), "UTF-8");
```



# VAMOS PRATICAR ?



# Java **Writing** from Text File Example

```
import java.io.FileWriter;
import java.io.IOException;

public class TextFileWritingExample1 {

    public static void main(String[] args) {
        try {
            FileWriter writer = new
FileWriter("MyFile.txt", true);
            writer.write("Hello World");
            writer.write("\r\n"); // write new line
            writer.write("Good Bye!");
            writer.close();
        } catch (IOException e) {
            e.printStackTrace();
        }
    }
}
```

```
import java.io.BufferedWriter;
import java.io.FileWriter;
import java.io.IOException;

public class TextFileWritingExample2 {
    public static void main(String[] args) {
        try {
            FileWriter writer = new FileWriter("MyFile.txt",
true);
            BufferedWriter bufferedWriter = new
BufferedWriter(writer);

            bufferedWriter.write("Hello World");
            bufferedWriter.newLine();
            bufferedWriter.write("See You Again!");

            bufferedWriter.close();
        } catch (IOException e) {
            e.printStackTrace();
        }
    }
}
```

# Java **Reading** from Text File Example

```
import java.io.FileReader;
import java.io.IOException;

public class TextFileReadingExample1 {
    public static void main(String[] args) {
        try {
            FileReader reader = new
FileReader("MyFile.txt");
            int character;

            while ((character = reader.read()) != -1)
{
                System.out.print((char) character);
            }
            reader.close();
        } catch (IOException e) {
            e.printStackTrace();
        }
    }
}
```

```
import java.io.FileInputStream;
import java.io.IOException;
import java.io.InputStreamReader;

public class TextFileReadingExample2 {
    public static void main(String[] args) {
        try {
            FileInputStream inputStream = new
FileInputStream("MyFile.txt");
            InputStreamReader reader = new
InputStreamReader
(inputStream, "UTF-16");
            int character;

            while ((character = reader.read()) != -1) {
                System.out.print((char) character);
            }
            reader.close();
        } catch (IOException e) {
            e.printStackTrace();
        }
    }
}
```

# How to read text file **line by line** in Java

In Java File I/O programming, the classes **BufferedReader** and **LineNumberReader** allows reading a sequence of lines from a text file, in a line-by-line fashion, by using their **readLine() method**.

The LineNumberReader is a subclass of the BufferedReader class. The only difference is that, the LineNumberReader class keeps track of the current line number, whereas the BufferedReader class does not.

Reading all lines from a text file using the BufferedReader class is as easy as follows:

# How to read text file line by line in Java - Example

1

```
String filePath = "Path/To/Your/Text/File.txt";
```

```
try {
```

```
    BufferedReader lineReader = new BufferedReader(new  
    FileReader(filePath));
```

```
    String lineText = null;
```

```
    while ((lineText = lineReader.readLine()) != null) {
```

```
        System.out.println(lineText);
```

```
    }
```

```
    lineReader.close();
```

```
} catch (IOException ex) {
```

```
    System.err.println(ex);
```

```
}
```

# How to read text file line by line in Java - Example

2

```
String filePath = "Path/To/Your/Text/File.txt";
```

```
try {  
    BufferedReader lineReader = new BufferedReader(new  
        FileReader(filePath));  
    String lineText = null;
```

```
    ArrayList<String> listLines = new ArrayList<String>();
```

```
    while ((lineText = lineReader.readLine()) != null) {  
        listLines.add(lineText);  
    }
```

```
    lineReader.close();  
} catch (IOException ex) {  
    System.err.println(ex);  
}
```

# How to read text file line by line in Java - Example

3  
String filePath = "Path/To/Your/Text/File.txt";

```
try {  
    LineNumberReader lineReader = new LineNumberReader(new  
    FileReader(filePath));  
    String lineText = null;  
  
    while ((lineText = lineReader.readLine()) != null) {  
        System.out.println(lineReader.getLineNumber() + ": " + lineText);  
    }  
  
    lineReader.close();  
} catch (IOException ex) {  
    System.err.println(ex);  
}
```

# How to read text file line by line in Java - Example

4

The `LineNumberReader` class provides the `getLineNumber()` method which returns the current line number, so we can use it for checking conditions on line numbers, for example:

## Printing only the even lines

```
while ((lineText = lineReader.readLine()) != null) {  
    int lineNumber = lineReader.getLineNumber();  
    if (lineNumber % 2 == 0) {  
        System.out.println(lineNumber + ": " + lineText);  
    }  
}
```



# How to read text file line by line in Java - Example 5

## Printing only the lines in a specific range

```
while ((lineText = lineReader.readLine()) != null) {  
    int lineNumber = lineReader.getLineNumber();  
    if (lineNumber >= 50 && lineNumber <= 100) {  
        System.out.println(lineNumber + ": " + lineText);  
    }  
}
```

# EXERCICIO DE FIXAÇÃO

## **Objetivo: Desenvolver um tela (Java Swing) para cadastro de clientes**

A tela deve conter os seguintes campos:

- Nome, CPF, RG: idade, email e telefone
- Endereço: rua, numero, bairro, CEP, cidade e estado

### **Regras de negócio**

- **Botão Salvar** -> **Salvar as informações num arquivo de texto**
- **Botão Limpar** -> Limpar todos os campos da tela.
- **Validação:** Nome, CPF, email e telefone são obrigatórios

## Exemplo – Escrita em arquivo de texto

```
FileWriter writer = new FileWriter("C://Teste.txt", true);  
BufferedWriter bufferedWriter = new  
BufferedWriter(writer);
```

```
StringBuffer texto = new StringBuffer();  
texto.append("Hello World \n");  
texto.append("Danilo R. Pereira! \n");  
texto.append("See You Again! \n");
```

```
bufferedWriter.write(texto.toString());
```

```
bufferedWriter.close();
```

# Arquivos e diretórios

Nessa aula, vamos aprender como escrever código para listar o conteúdo (arquivos) de um diretório.

Em Java, para consultar uma lista de arquivos em um diretório específico, usamos a classe **File** no pacote **java.io** e seguimos estas etapas:

## 1) Instanciando a classe File

```
File dir = new File("C:/Path/To/My/Directory");
```

or

```
File dir = new File("C:/Path/To/My/MyFile")
```

# Arquivos e diretórios (cont.)

## 2) Usar os métodos da classe File

- *String[] list()*
- *String[] list(FilenameFilter filter)*
- *File[] listFiles()*
- *File[] listFiles(FileFilter filter)*
- *File[] list(FilenameFilter filter)*

Os métodos `list ()` retornam uma **matriz de Strings**.

Os métodos `listFiles ()` retornam uma **matriz de objetos File**.

Os métodos sem argumento **listam tudo no diretório**.

Os métodos baseados em argumento listam apenas arquivos e diretórios que satisfaçam o filtro fornecido.

## Exemplo 1 - Listando os arquivos de um diretório

```
String dirPath = "C:/Path/To/My/Directory/";
```

```
File dir = new File(dirPath);
```

```
String[] files = dir.list();
```

```
if (files != null && files.length == 0) {  
    System.out.println("O diretório está vazio !!!");  
} else {  
    for (String aFile : files) {  
        System.out.println(aFile);  
    }  
}
```

## Exemplo 2 - Listando os arquivos de um diretório

```
String dirPath = "C:/Path/To/My/Directory/";
```

```
File dir = new File(dirPath);
```

```
File[] files = dir.listFiles();
```

```
if (files != null && files.length == 0) {
```

```
    System.out.println("O diretório está vazio !!!");
```

```
} else {
```

```
    for (File aFile : files) {
```

```
        System.out.println(aFile.getName() + " - " +  
aFile.length());
```

```
    }
```

# Interface FilenameFilter

## 1) Usando a interface **FilenameFilter** para criar o critério de busca

// Filtrando apenas arquivo com a extensao .txt

**FilenameFilter** txtFilter = new

**FilenameFilter**() {

    public boolean accept(File file, String  
name) {

**if (name.endsWith(".txt")) {**

            return true;

**} else {**

            return false;

**}**

**}**



# Interface FileFilter

## 1) Usando a interface **FileFilter** para criar o critério de busca

// Filtrando apenas arquivo com mais que 3BM

```
FileFilter sizeFilter = new FileFilter() {  
    public boolean accept(File file) {  
        if (file.isFile() && file.length() > 3 * 1024  
* 1024) {  
            return true;  
        } else {  
            return false;  
        }  
    }  
};
```

## Exemplo 3 - Listando os arquivos de um diretório

```
String dirPath = "C:/Path/To/My/Directory/";
```

```
File dir = new File(dirPath);
```

```
File[] files = dir.listFiles(txtFilter);
```

```
if (files != null && files.length == 0) {
```

```
    System.out.println("O diretório está vazio !!!");
```

```
} else {
```

```
    for (File aFile : files) {
```

```
        System.out.println(aFile.getName() + " - " +
```

```
aFile.length());
```

```
    }
```

## Exemplo 3 - Listando os arquivos de um diretório

```
String dirPath = "C:/Path/To/My/Directory/";
```

```
File dir = new File(dirPath);
```

```
File[] files = dir.listFiles(sizeFilter);
```

```
if (files != null && files.length == 0) {
```

```
    System.out.println("O diretório está vazio !!!");
```

```
} else {
```

```
    for (File aFile : files) {
```

```
        System.out.println(aFile.getName() + " - " +
```

```
aFile.length());
```

```
    }
```

# Copiando arquivos

```
public static void copyFile(String filePath, String dir)
{
    Path sourceFile = Paths.get(filePath);
    Path targetDir = Paths.get(dir);
    Path targetFile =
targetDir.resolve(sourceFile.getFileName());

    try {
        Files.copy(sourceFile, targetFile);
    } catch (FileAlreadyExistsException ex) {
        System.err.format("Arquivo %s já existe.",
targetFile);
    } catch (IOException ex) {
        System.err.format("I/O Error when copying
```

# Renomeando arquivos

```
File sourceFile = new
File("<caminho>/<nome_arquivo>");
File destFile = new
File("<caminho>/<novo_nome_arquivo>");

if (sourceFile.renameTo(destFile)) {
    System.out.println("Arquivo renomeado com
sucesso !!!")
} else {
    System.out.println("Falha ao renomear o
arquivo !!!");
```

# Deletando arquivos e diretorios

```
public static void removeDirectory(File dir) {  
    if (dir.isDirectory()) {  
        File[] files = dir.listFiles();  
        if (files != null && files.length > 0) {  
            for (File aFile : files) {  
                removeDirectory(aFile);  
            }  
        }  
        dir.delete();  
    } else {  
        dir.delete();  
    }  
}  
  
public static void cleanDirectory(File dir) {  
    if (dir.isDirectory()) {  
        File[] files = dir.listFiles();  
        if (files != null &&  
            files.length > 0) {  
            for (File aFile : files) {  
                removeDirectory(aFile);  
            }  
        }  
    }  
}
```

# EXERCÍCIO

- 1) Criei uma **tela** com as seguintes opções:
  - a) Criar arquivo criptografado
    - Para isso, o usuário deve informar os seguintes campos:
      - Texto longo (conteúdo do arquivo)
      - Senha (chave de criptografia)
      - Nome do arquivo
      - Botão salvar
  - b) Ler arquivo criptografado
    - Para isso, o usuário deve informar os seguintes campos:
      - Nome do arquivo
      - Senha (chave de criptografia)
      - Botão abrir
    - Deve ser exibido na tela:
      - Texto longo (conteúdo descriptografado do arquivo)

- **Java File I/O (Reading & Writing)**
  - [https://www.youtube.com/watch?v=hgF21imQ\\_Is](https://www.youtube.com/watch?v=hgF21imQ_Is)
- **Java File Input/Output - It's Way Easier Than You Think**
  - <https://www.youtube.com/watch?v=ScUJx4aWRi0>
- **Java: Read a CSV File into an Array**
  - <https://www.youtube.com/watch?v=-Aud0cDh-J8>
- **Criptografia em Java**
  - <https://www.devmedia.com.br/utilizando-criptografia-simetrica-em-java/31170>



