

## Java BufferedOutputStream Class

Java BufferedOutputStream **class** is used for buffering an output stream. It internally uses buffer to store data. It adds more efficiency than to write data directly into a stream. So, it makes the performance fast.

For adding the buffer in an OutputStream, use the BufferedOutputStream class. Let's see the syntax for adding the buffer in an OutputStream:

```
OutputStream os= new BufferedOutputStream(new FileOutputStream("D:\\IO Package\\testout.txt"));
```

### Example of BufferedOutputStream class:

In this example, we are writing the textual information in the BufferedOutputStream object which is connected to the **FileOutputStream object**. The flush() flushes the data of one stream and send it into another. It is required if you have connected the one stream with another.

```
import java.io.*;
public class BufferedOutputStreamExample {
public static void main(String args[])throws Exception {
    FileOutputStream fout=new FileOutputStream("D:\\testout.txt");
    BufferedOutputStream bout=new BufferedOutputStream(fout);
    String s="Welcome Guys.";
    byte b[]=s.getBytes();
    bout.write(b);
    bout.flush();
    bout.close();
    fout.close();
    System.out.println("success");
}
}
```

Output:

Success

Java BufferedInputStream class is used to read information from stream. It internally uses buffer mechanism to make the performance fast.

The important points about BufferedInputStream are:

- When the bytes from the stream are skipped or read, the internal buffer automatically refilled from the contained input stream, many bytes at a time.

- When a `BufferedInputStream` is created, an internal buffer array is created.

```
import java.io.*;

public class BufferedInputStreamExample{
    public static void main(String args[]){
        try{
            FileInputStream fin=new FileInputStream("D:\\testout.txt");
            BufferedInputStream bin=new BufferedInputStream(fin);
            int i;
            while((i=bin.read())!=-1){
                System.out.print((char)i);
            }
            bin.close();
            fin.close();
        }catch(Exception e){System.out.println(e);}
    }
}
```