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# JAVA - FILES

# JAVA FILEWRITER CLASS

- Java FileWriter class is used to write character-oriented data to a file.
- It is character-oriented class which is used for file handling in java.

Constructor	Description
FileWriter(String file)	Creates a new file. It gets file name in <b>string</b> .
FileWriter(File file)	Creates a new file. It gets file name in File <b>object</b> .

## METHODS OF FILEWRITER CLASS

Method	Description
<code>void write(String text)</code>	It is used to write the string into FileWriter.
<code>void write(char c)</code>	It is used to write the char into FileWriter.
<code>void write(char[] c)</code>	It is used to write char array into FileWriter.
<code>void flush()</code>	It is used to flushes the data of FileWriter.
<code>void close()</code>	It is used to close the FileWriter.

# JAVA FILEWRITER EXAMPLE

```
import java.io.FileWriter;


public class FileWriterExample {
    public static void main(String args[]){
        try{
            FileWriter fw=new FileWriter("D:\\testout.txt");
            fw.write("Welcome to javaTpoint.");
            fw.close();
        }catch(Exception e){System.out.println(e);}
        System.out.println("Success...");
    }
}
```

# JAVA FILEREADER CLASS

- Java FileReader class is used to read data from the file. It returns data in byte format like FileInputStream class.

Constructor	Description
FileReader(String file)	It gets filename in <u>string</u> . It opens the given file in read mode. If file doesn't exist, it throws FileNotFoundException.
FileReader(File file)	It gets filename in <u>file</u> instance. It opens the given file in read mode. If file doesn't exist, it throws FileNotFoundException.

Method	Description
int read()	It is used to return a character in ASCII form. It returns -1 at the end of file.
void close()	It is used to close the FileReader class.



```
import java.io.FileReader;

public class FileReaderExample {
    public static void main(String args[])throws Exception{
        FileReader fr=new FileReader("D:\\testout.txt");
        int i;
        while((i=fr.read())!=-1)
            System.out.print((char)i);
        fr.close();
    }
}
```

## SERIALIZATION AND DESERIALIZATION IN JAVA

- **Serialization in Java** is a mechanism of *writing the state of an object into a byte-stream*.
- The reverse operation of serialization is called *deserialization* where byte-stream is converted into an object.
- For serializing the object, we call the **writeObject()** method of *ObjectOutputStream* class, and for deserialization we call the **readObject()** method of *ObjectInputStream* class.
- ***We must have to implement the Serializable interface for serializing the object.***
- **Serializable** is a marker interface (has no data member and method).

## STUDENT.JAVA

```
import java.io.Serializable;

public class Student implements Serializable{
    int id;
    String name;
    public Student(int id, String name) {
        this.id = id;
        this.name = name;
    }
}
```



## OBJECTOUTPUTSTREAM CLASS

- *The ObjectOutputStream class is used to write primitive data types, and Java objects to an OutputStream. Only objects that support the java.io.Serializable interface can be written to streams.*

public    ObjectOutputStream(OutputStream    out) throws IOException {}	It creates an ObjectOutputStream that writes to the specified OutputStream.
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Method	Description
1) public final void writeObject(Object obj) throws IOException {}	It writes the specified object to the ObjectOutputStream.
2) public void flush() throws IOException {}	It flushes the current output stream.
3) public void close() throws IOException {}	It closes the current output stream.

# OBJECTINPUTSTREAM CLASS

- An `ObjectInputStream` deserializes objects and primitive data written using an `ObjectOutputStream`.

1) <code>public ObjectInputStream(InputStream in) throws IOException {}</code>	It creates an <code>ObjectInputStream</code> that reads from the specified <code>InputStream</code> .
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Method	Description
1) <code>public final Object readObject() throws IOException, ClassNotFoundException {}</code>	It reads an object from the input stream.
2) <code>public void close() throws IOException {}</code>	It closes <code>ObjectInputStream</code> .

# EXAMPLE OF JAVA SERIALIZATION

```
import java.io.*;
class Persist{
    public static void main(String args[]){
        try{
            //Creating the object
            Student s1 =new Student(211,"ravi");
            //Creating stream and writing the object
            FileOutputStream fout=new FileOutputStream("f.txt");
            ObjectOutputStream out=new ObjectOutputStream(fout);
            out.writeObject(s1);
            out.flush();
            //closing the stream
            out.close();
            System.out.println("success");
        }catch(Exception e){System.out.println(e);}
    }
}
```

## EXAMPLE OF JAVA DESERIALIZATION

```
import java.io.*;
class Depersist{
    public static void main(String args[]){
        try{
            //Creating stream to read the object
            ObjectInputStream in=new ObjectInputStream(new FileInputStream("f.txt"));
            Student s=(Student)in.readObject();
            //printing the data of the serialized object
            System.out.println(s.id+" "+s.name);
            //closing the stream
            in.close();
        }catch(Exception e){System.out.println(e);}
    }
}
```