

Java Programming

5-2: Input and Output Fundamentals

Practice Activities


Vocabulary:

Deserialize	The process of converting a stream of data into an object.
Stream	Sequences of bytes or characters transmitted from one program to another program or a file.
Yes	A back slash in front of another character makes Java treat the next character as an ordinary character.
Deserialize	The process of converting a stream of data into an object.
Stream	Sequences of bytes or characters transmitted from another program or user's activity.
based on the directory	A file name that maps to another file.
Absolute	A path that is direct rather than indirect.
stderr	This is the output stream for error raised by a program, also known as the second channel.
relativize	The join of two related paths, or the remaining part of a join after subtracting part of the path.
stdin, stdout, stderr	Types of standard input, output, and error; and qualified object types in Java.
System.out	The output for debugging message and ordinary reports and messages.
System.in	Any keyboard, mouse, or touchscreen input to a program.
Serialize	The process of converting an object or file to a series of bytes.

Try It/Solve It:

- Create a class with a static main that tests the ability to resolve and print a Path:
 - Create an instance of a FileSystem class.
 - Resolve an instance of a Path interface from a directory and filename path.

Local Disk (C:) > JavaProgramming > gameData > scores

 Highscores.txt

- Print the constructed Path with System.out.println() method.

2. Open the accountgenerator project that was introduced in the practice exercises for section 4_1.
 - a) The Employee class should implement the Serializable interface so that it can be Serialized.
 - b) To test serialization create a serializeData method in the AccountGenerator class that accepts an Employee object as a parameter and does not return a value. Serialize the object to file named employee.ser in the project folder.
 - c) To test de-serialization create a deSerialize method in the AccountGenerator class that deoes not accept any parameters and returns an Object value. The deSerialize method should throw a classNotFoundException. The object should be read from the employee.ser file in the project folder.
 - d) To test de-serialization create a deSerialize method in the AccountGenerator class that deoes not accept any parameters and returns an Object value. The deSerialize method should throw a classNotFoundException. The object should be read from the employee.ser file in the project folder.