

File Handling Code ScreenShots

This screenshot shows the Eclipse IDE with the `FileHandle.java` file open. The code defines a `takinginputs` class and a `CreateFile` class. The `takinginputs` class has methods `fillLocation()` and `userData()`. The `CreateFile` class has a `create()` method that uses `FileOutputStream` to write data to a file. The console output shows the program running and the file being created.

```
1 package crudOperations;
2 import java.io.*;
3
4 //created class takinginputs to take all the location of file and data for the file from the user
5 class takinginputs
6 {
7     Scanner sc = new Scanner(System.in);
8     //fillLocation return type, method to ask user for location of file for creating
9     //new file or if user want to append data to file
10    public String fillLocation()
11    {
12        System.out.println("enter complete path of text file. ");
13        System.out.println("Eg:- D:\\NewFileName.txt");
14        String loc = sc.nextLine();
15        return loc;
16    }
17    //userData return type method, to get the data from the user to append to the file
18    public String userData()
19    {
20        System.out.println("Write Something.");
21        String str = sc.nextLine();
22        return str;
23    }
24 }
25
26 //CreateFile Class to create new text file
27 class CreateFile
28 {
29     //create method with exception handling
30     public void create() throws IOException
31     {
32         //creating object for takinginputs class
33         takinginputs obj = new takinginputs();
34         //calling fillLocation method to get the location
35         FileOutputStream out = new FileOutputStream(obj.fillLocation());
36         //calling userData method to get data of the user.
37         String input = obj.userData();
38         byte array[] = input.getBytes();
39         //writing data to .txt file
40         out.write(array);
41         System.out.println("Data Written Successfully");
42         out.close();
43     }
44 }
45
46 //class readfile if user want to read file this function will be called
47 class ReadFile
48 {
49     //created object for taking inputs
50     takinginputs obj = new takinginputs();
51     public void read() throws IOException
52     {
53         //getting location of file user want to read
54         FileInputStream stream = new FileInputStream(obj.fillLocation());
55         int data;
56         //reading the whole text file and output the text.
57         while((data = stream.read()) != -1)
58         {
59             System.out.print(data);
60         }
61     }
62 }
```

This screenshot shows the Eclipse IDE with the `FileHandle.java` file open. The code defines a `ReadFile` class with a `read()` method that uses `FileInputStream` to read data from a file. The console output shows the program running and the file being read.

```
51 //class readfile if user want to read file this function will be called
52 class ReadFile
53 {
54     //created object for taking inputs
55     takinginputs obj = new takinginputs();
56     public void read() throws IOException
57     {
58         //getting location of file user want to read
59         FileInputStream stream = new FileInputStream(obj.fillLocation());
60         int data;
61         //reading the whole text file and output the text.
62         while((data = stream.read()) != -1)
63         {
64             System.out.print(data);
65         }
66     }
67 }
```



