**Java Properties file: ( .properties file)**

* Java properties file is used to store project property configuration data or setting.
* **public class** SysPropertiesDemo {  
    
   **public static void** main(String[] args) **throws** IOException {  
    
   Properties prop = System.*getProperties*();  
    
   *// Getting System properties and iterate in class for loop* Set<Object> set = **new** HashSet();  
   set = prop.keySet();  
   **for** (Object o : set) {  
   String v = (String) o;  
   System.***out***.println(o + **": "** + (String) System.*getProperty*(v));  
   }  
    
   *// writing system properties to properties file* Properties properties = System.*getProperties*();  
   OutputStream outputStream = **new** FileOutputStream(**"C:\\Users\\sball\\Desktop\\config.properties"**);  
   properties.store(outputStream, **null**);  
    
   *// Setting the set properties and store* Properties sProp = **new** Properties();  
   sProp.setProperty(**"browser"**, **"chrome"**);  
   sProp.setProperty(**"platform"**, **"local"**);  
   sProp.setProperty(**"env"**, **"test"**);  
    
   OutputStream out = **new** FileOutputStream(**"C:\\Users\\sball\\Desktop\\UserConfig.properties"**);  
   sProp.store(out, **"user properties"**);  
   System.***out***.println(sProp);  
    
   *// Load a properties file* InputStream in=**new** FileInputStream(**"C:\\Users\\sball\\Desktop\\UserConfig.properties"**);  
   Properties p=**new** Properties();  
   p.load(in);  
   System.***out***.println(p.getProperty(**"browser"**));  
   System.***out***.println(p.getProperty(**"env"**));  
    
   *// Load a properties file from class path* InputStream input=SysPropertiesDemo.**class**.getClassLoader().getResourceAsStream(**"config.properties"**);  
   Properties p1=**new** Properties();  
   p1.load(input);  
   System.***out***.println(p1.getProperty(**"user.name"**));  
   System.***out***.println(p1.getProperty(**"os.name"**));  
    
   }  
    
  }