

## Chapter 7 Stream & File

### 1. InputStream / OutputStream / Reader / Writer

都是抽象类，注意需要 `close()`

输入输出是对程序而言的

- `InputStream`
  - 基于字节的输入流
- `OutputStream`
  - 基于字节的输出流
- `Reader`
  - 基于字符的输入流
- `Writer`
  - 基于字符的输出流

### 2. RandomAccessFile

基本取代 `DataInputStream` 和 `DataOutputStream`

```
public class DataInputStream
    extends FilterInputStream
    implements DataInput

public class DataOutputStream
    extends FilterOutputStream
    implements DataOutput

public class RandomAccessFile
    extends Object
    implements DataOutput, DataInput, Closeable
```

### 3. BufferedInputStream / BufferedOutputStream / BufferedReader / BufferedWriter

提高输入输出效率

- `bufferedReader.readLine()`

### 4. File

- `File` 指代文件 `file` 或目录 `directory`
- `File` 不处理文件内容，只处理文件或目录的周边信息
- `File` 常用方法
  - `canRead`
  - `canWrite`
  - `createNewFile`
  - `delete`
  - `deleteOnExit`
  - `getAbsolutePath`

- `getAbsolutePath`
- `getName`
- `getParent`
- `getParentFile`
- `getPath`
- `getTotalSpace`
- `getUsableSpace`
- `isAbsolute`
- `isDirectory`
- `isFile`
- `isHidden`
- `lastModified`
- `length`
- `list`
- `listFiles`
- `listRoots`
- `mkdir`
- `mkdirs`
- `renameTo`
- `setLastModified`
- `setReadable`
- `setReadOnly`
- `setWritable`