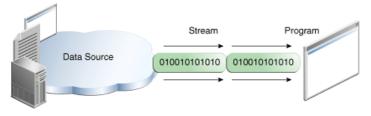
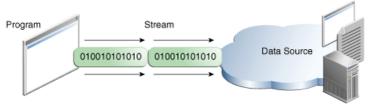
Java Files (Multiple Windows)

Stream

- An I/O Stream represents an input source or an output destination
- The streams that can handle all kinds of data, from primitive values to advanced objects.
- The data source and data destination pictured above can be anything that holds, generates, or consumes data:
 - disk files
 - another program,
 - a peripheral device,
 - a network socket,
 - or an array



Reading information into a program



Writing information from a program

Java I.O

• Table listing most Java IO classes divided by input, output, being byte based or character based, and any more specific purpose.

| | Byte Based | | Character Based | |
|---------------------|-------------------------------------|--------------------------------------|-------------------|--------------------|
| | Input | Output | Input | Output |
| Basic | InputStream | OutputStream | InputStreamReader | OutputStreamWriter |
| Arrays | ByteArrayInputStream | ByteArrayOutputStream | CharArrayReader | CharArrayWriter |
| Files | FileInputStream RandomAccessFile | FileOutputStream RandomAccessFile | FileReader | FileWriter |
| Buffering | BufferedInputStream | BufferedOutputStream | BufferedReader | BufferedWriter |
| Strings | | | StringReader | StringWriter |
| Data | DataInputStream | DataOutputStream | | |
| Data - Formatted | | PrintStream | | PrintWriter |
| Objects | ObjectInputStream | ObjectOutputStream | | |

Buffered(Writer/Reader)

```
FileWriter fw = new FileWriter("your_file.txt");
BufferedWriter bw = new BufferedWriter(fw);
bw.writeData(content);
bw.flush();
bw.close();
```

```
FileReader fr = new FileReader("your_file.txt");
BufferedReader br = new BufferedReader(fr);

String sCurrentLine;
// read until the end of file
while ((sCurrentLine = br.readLine()) != null) {
        System.out.println(sCurrentLine);
}
br.close();
```

Object(Output/Input)Stream

```
FileOutputStream fo = new FileOutputStream("your_file.data")
ObjectOutputStream out = new ObjectOutputStream(fo);
// make sure the object is serializable
out.writeObject(yourSerializableObject);
out.close();
```

```
public class YourClass implements Serializable{}
```

3. Implements

Add action listener for Buttons

• Declare event handler class and implements the methods in listener interface.

• Register an instance of the event handler class as a listener on menu item components.

```
mnbtOpen = new JMenuItem("Open");
mnbtOpen.addActionListener(this);
mnbtSave = new JMenuItem("Save");
mnbtSave.addActionListener(this);
```

3. Implements

Event handling

Open selected file:

```
if (e.getSource() == mnbtOpen) {
 // create file chooser and show it
 JFileChooser fc = new JFileChooser();
 int returnVal = fc.showOpenDialog(FileIoDemo.this);
  // check if user action
  if (returnVal == JFileChooser.APPROVE OPTION) {
    File file = fc.getSelectedFile();
    Path path = Paths.get(file.getAbsolutePath());
    // put your code to ready from file
```

3. Implements Event handling

• Save to selected file: else if (e.getSource() == mnbtSave) { // create file chooser and show it JFileChooser fc = new JFileChooser(); int returnVal = fc.showSaveDialog(FileIoDemo.this); // check if user action if (returnVal == JFileChooser.APPROVE OPTION) { File file = fc.getSelectedFile(); Path path = Paths.qet(file.getAbsolutePath()); // put your code to write to file

PRACTICE

