

Chapter 1: Introduction

Introduction

Once again, welcome back. In the last lesson, we looked at how to use arrays; we used several classes (Player, Team, and TeamDriver) working together to achieve a result; and we covered two more loop formats, one of which is especially useful in managing collections.

In today's lesson, we're going to look at two more of Java's most useful processes: writing and reading files. The team information we compiled in the last lesson was useful, but it would be very tedious if we had to enter it by hand each time we wanted to use it. It's also inconvenient to make the data part of the program because then we have to recompile it every time we want to use different data.

Most data in computer systems is stored in files on disks or other media for several reasons. We can make stored data available to more than one program, send it across networks (and the Internet), keep it more secure, and easily edit and maintain it.

Since using stored data is such a common practice, we're going to learn how to create a disk file with our data in it, as well as how to read a disk file that contains data we want to use. There are (as always, it seems) multiple ways to write and read data with Java programs, so we'll start with the simplest way: writing and reading text files.

Let's get started!