«interface»
DataOutput

+ write(byte[]): void
+ write(byte[], int, int): void
+ write(int): void
+ writeBoolean(boolean): void
+ writeByte(int): void
+ writeBytes(String): void
+ writeChar(int): void
+ writeChars(String): void
+ writeDouble(double): void
+ writeFloat(float): void
+ writeInt(int): void
+ writeLong(long): void
+ writeShort(int): void
+ writeUTF(String): void

«interface»
Flushable

+ flush(): void

OutputStream

+ close(): void
+ flush(): void
+ write(byte[]): void
+ write(byte[], int, int): void
+ *write(int): void*

«interface»
ObjectOutput

+ close(): void
+ flush(): void
+ write(byte[]): void
+ write(byte[], int, int): void
+ write(int): void
+ writeObject(Object): void

«i
ObjectSt

ByteArrayOutputStream

+ reset(): void
+ size(): void
+ toByteArray(): byte[]
+ toString(): String
+ toString(int): String
+ toString(String): String
+ writeTo(OutputStream): void

FilterOutputStream

ObjectOutputStream

+ defaultWriteObject(): void
+ putFields(): ObjectOutputStream.PutField
+ useProtocolVersion(int): void
+ writeFields(): void
+ writeUnshared(Object): void

«interface»
Appendable

+ append(char): Appendable
+ append(CharSequence): Appendable
+ append(CharSequence, int, int): Appendable

Audio

+ getForm
+ getFran

PipedOutputStream

+ connect(PipedInputStream): void

DataOutputStream

BufferedOutputStream

PipedInputStream

+ connect(PipedOutputStream):

PrintStream

+ append(char): PrintStream
+ append(CharSequence): PrintStream
+ append(CharSequence, int, int): PrintStream
+ checkError(): boolean
+ close(): void
+ format(Locale, String, Object...): PrintStream
+ format(String, Object...): void
+ print(char): void
+ print(String): void
+ print(): void
+ print(String): void
+ printf(Locale, String, Object...): void
+ printf(String, Object...): void

DeflaterOutputStream

deflate(): void

CipherOutputStream

CheckedOutputStream

InflaterOutputStream

DigestOutputStream

+ getMessageDigest(): MessageDigest
+ on(boolean): void
+ toString(): String

GZIPOutputStream

ZipOutputStream

+ closeEntry(): void
+ putNextEntry(ZipEntry): void
+ setComment(String): void
+ setLevel(int): void

«interface» AutoCloseable

+ close(): void

«interface» DataInput

+ readBoolean(): boolean
+ readByte(): byte
+ readChar(): char
+ readDouble(): double
+ readFloat(): float
+ readFully(byte[]): void
+ readFully(byte[], int, int): void
+ readInt(): int
+ readLine(): String
+ readLong(): long
+ readShort(): short
+ readUnsignedByte(): int
+ readUnsignedShort(): int
+ readUTF(): String
+ skipBytes(int): int

«interf Reada

+ read(Char

«interface» Closeable

+ close(): void

Read

+ close(): void
+ mark(int): vo
+ markSupport
+ read(CharBu
+ read(): int
+ read(char[]):
+ read(char[],
+ ready(): boo
+ reset(): void
+ skip(long): lo

«interface» treamConstants

InputStream

+ available(): int
+ close(): void
+ mark(int): void
+ markSupported(): boolean
+ read(): int
+ read(byte[]): int
+ read(byte[], int, int): int
+ reset(): void
+ skip(long): long

«interface» ObjectInput

+ available(): int
+ close(): void
+ read(): int
+ read(byte[]): int
+ read(byte[], int, int): int
+ skip(long): long

«interface» ObjectStreamConstants

BufferedReader

+ lines(): Stream<String>
+ readLine(): String

CharArray

InputStream

mat(): AudioFormat
neLength(): long

ByteArrayInputStream

ObjectInputStream

InputStreamReader

+ getEncoding(): String

FileInputStream

getChannel(): FileChannel
getFD(): FileDescriptor

SequenceInputStream

void

StringBufferInputStream

FilterInputStream

BufferedInputStream

CheckedInputStream

+ getChecksum(): Checksum

CipherInputStream

DataInputStream

«...ace»
...ble

...Buffer): int

...er

...id
...ted(): boolean
...ffer): int

... int
...int, int): void
...ean

...ng

...Reader

FilterReader

PipedReader

...onnect(PipedWriter): void

StringReader

+   setMethod(int): void