1. **Basic Usage of Streams:**
   - Write a Java program to read data from a text file using a `FileReader` and display its content on the console character by character.
2. **File Copying Using Byte Streams:**
   - Create a Java application that copies the contents of one file to another using `FileInputStream` and `FileOutputStream`. Ensure the program handles exceptions gracefully.
3. **Buffered Streams for Efficiency:**
   - Modify the file copying program to use `BufferedInputStream` and `BufferedOutputStream`. Compare the execution time with and without buffering for a large file.
4. **Understanding Stream Types:**
   - Write a program to read and write a binary file using byte streams (`FileInputStream` and `FileOutputStream`) and a text file using character streams (`FileReader` and `FileWriter`). Discuss the differences.
5. **Appended Content:**
   - Using `BufferedReader` and `BufferedWriter`, create a program that reads a file's content and writes it to another file. After copying, append a custom message like "This is appended content" to the new file.