# Java OutputStream Class

In this tutorial, we will learn about the Java OutputStream and its methods with the help of an example.

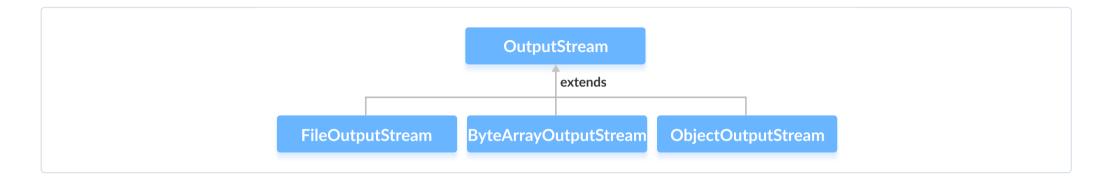
The OutputStream class of the java.io package is an abstract superclass that represents an output stream of bytes.

Since OutputStream is an abstract class, it is not useful by itself. However, its subclasses can be used to write data.

## **Subclasses of OutputStream**

In order to use the functionality of OutputStream, we can use its subclasses. Some of them are:

- FileOutputStream
- ByteArrayOutputStream
- ObjectOutputStream



We will learn about all these subclasses in the next tutorial.

### **Create an OutputStream**

In order to create an <code>OutputStream</code>, we must import the <code>java.io.OutputStream</code> package first. Once we import the package, here is how we can create the output stream.

```
// Creates an OutputStream
OutputStream object = new FileOutputStream();
```

Here, we have created an object of output stream using <code>FileOutputStream</code>. It is because <code>OutputStream</code> is an abstract class, so we cannot create an object of <code>OutputStream</code>.

**Note**: We can also create the output stream from other subclasses of the OutputStream class.

#### **Methods of OutputStream**

The OutputStream class provides different methods that are implemented by its subclasses. Here are some of the methods:

- write() writes the specified byte to the output stream
- write(byte[] array) writes the bytes from the specified array to the output stream

- flush() forces to write all data present in output stream to the destination
- close() closes the output stream

## **Example: OutputStream Using FileOutputStream**

Here is how we can implement OutputStream using the FileOutputStream class.

```
import java.io.FileOutputStream;
import java.io.OutputStream;
public class Main {
    public static void main(String args[]) {
       String data = "This is a line of text inside the file.";
       try {
           OutputStream out = new FileOutputStream("output.txt");
           // Converts the string into bytes
            byte[] dataBytes = data.getBytes();
           // Writes data to the output stream
           out.write(dataBytes);
            System.out.println("Data is written to the file.");
           // Closes the output stream
           out.close();
       catch (Exception e) {
            e.getStackTrace();
```

In the above example, we have created an output stream using the FileOutputStream class. The output stream is now linked with the file **output.txt**.

```
OutputStream out = new FileOutputStream("output.txt");
```

To write data to the **output.txt** file, we have implemented these methods.

```
output.write();  // To write data to the file
output.close();  // To close the output stream
```

When we run the program, the **output.txt** file is filled with the following content.

This is a line of text inside the file.