

Java 面向对象程序设计

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第十一次课的内容

流 信息传输 输入 输出 Ю

InputStream OutputStream 传输字节 字节流

Reader

字符流

Writer

传输字符

•••

缓冲

Buffered...

提供缓冲功能

为何需要缓冲

Java中的IO(Input/Output,输入/输出)

Car

-carName

+show()

```
class Car{
   String _carName;
   public Car(String carName) {
        _carName = carName;
   }
   public void show() {
        System.out.println("This is " + _carName);
   }
}
```

FileInputStream
FileOutputStream
FileReader
FileWriter

RadarCar

-myCar : Car

+show()

```
class RadarCar{
    Car _car;
    public RadarCar(Car car){
        _car = car;
    }
    public void show() {
        System.out.println("A new car with radar");
        _car.show();
    }
}
```

BufferedInputStream
BufferedOutputStream
BufferedReader
BufferedWriter

其他IO流及装饰模式的应用

转换流p297

InputStreamReader

```
FileInputStream in = new FileInputStream("source.txt");
InputStreamReader isr = new InputStreamReader(in);
BufferedReader br = new BufferedReader(isr);
```

OutputStreamWriter

```
FileOutputStream out = new FileOutputStream("dest.txt");
OutputStreamWriter osw = new OutputStreamWriter(out);
BufferedWriter bw = new BufferedWriter(osw);
```

对象输入流与对象输出流p298-299

ObjectOutputStream

```
//对象序列化
FileOutputStream fos = new FileOutputStream("objectStream.txt");
ObjectOutputStream oos = new ObjectOutputStream(fos);
oos.writeObject(new Car("BMW"));
```

ObjectInputStream

```
//对象反序列化
FileInputStream fis = new FileInputStream("objectStream.txt");
ObjectInputStream ois = new ObjectInputStream(fis);
Car c = (Car) ois.readObject();
```

数据输入流与数据输出流p300-301

DataOutputStream

```
FileOutputStream fos2 = new FileOutputStream("dataStream.txt");
BufferedOutputStream bos2 = new BufferedOutputStream(fos2);
DataOutputStream dos = new DataOutputStream(bos2);
dos.writeByte(12);
dos.writeChar('1');
dos.writeBoolean(true);
dos.writeUTF("同学你好");
dos.close();
```

DataInputStream

```
FileInputStream fis2 = new FileInputStream("dataStream.txt");
BufferedInputStream bfs2 = new BufferedInputStream(fis2);
DataInputStream dis = new DataInputStream(bfs2);
System.out.println(dis.readByte());
System.out.println(dis.readChar());
System.out.println(dis.readBoolean());
System.out.println(dis.readUTF());
dis.close();
```

改变一下,以输出为例,先写入"缓冲区",再写入文件。

字节数组输入流与字节数组输出流p306-307

ByteArrayOutputStream

ByteArrayInputStream

```
FileInputStream fis3 = new FileInputStream("data.txt");
ByteArrayOutputStream bais = new ByteArrayOutputStream();
int b;
while((b = fis3.read())!=-1){
    bais.write(b);
}
fis3.close();

FileOutputStream fos3 = new FileOutputStream("data2.txt");
fos3.write(bais.toByteArray());
fos3.close();
```

类似的还有。字符数组输入流与字符数组输出流p308

CharArrayReader

CharArrayWriter

打印流 p301

PrintStream

用于各类数据的打印、输出

System.in

是

InputStream

System.out

是

PrintStream

System.err

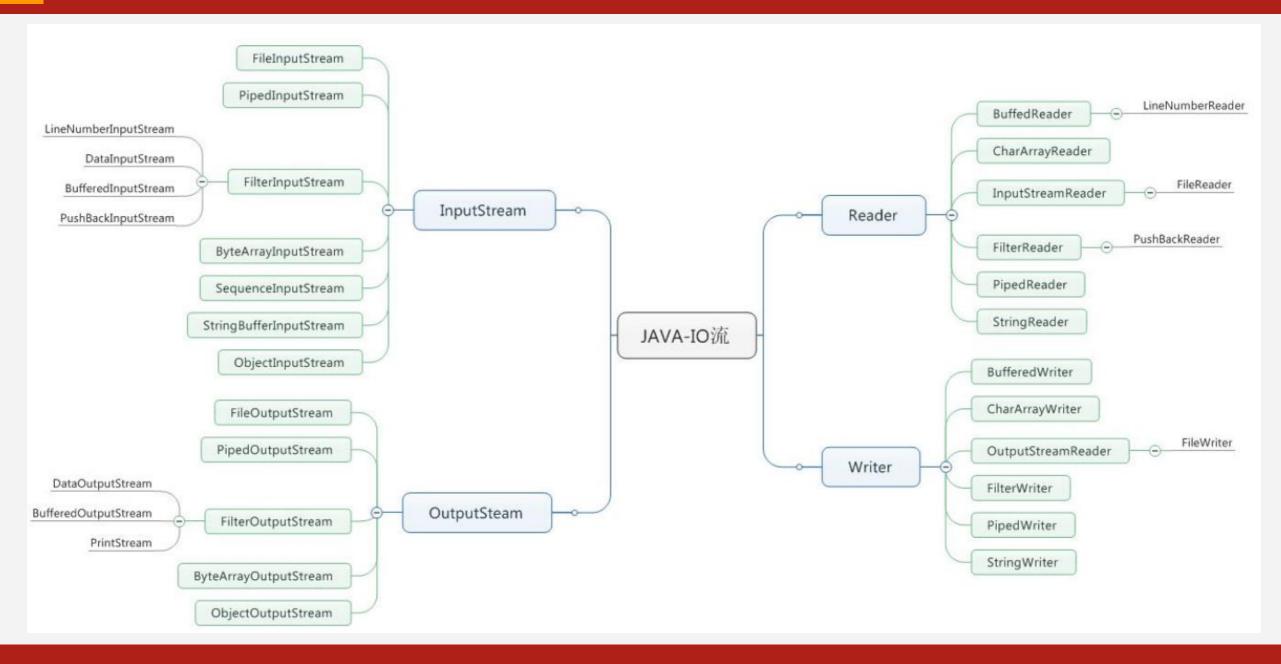
是

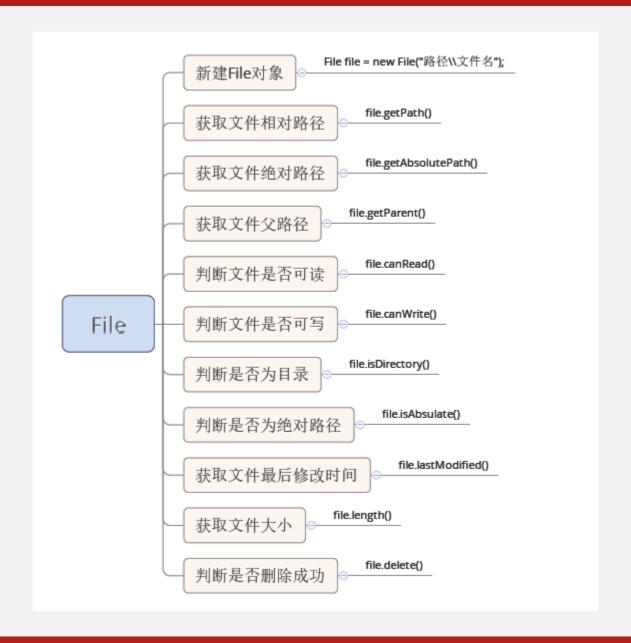
PrintStream

标准输入输出流的重定向。p304

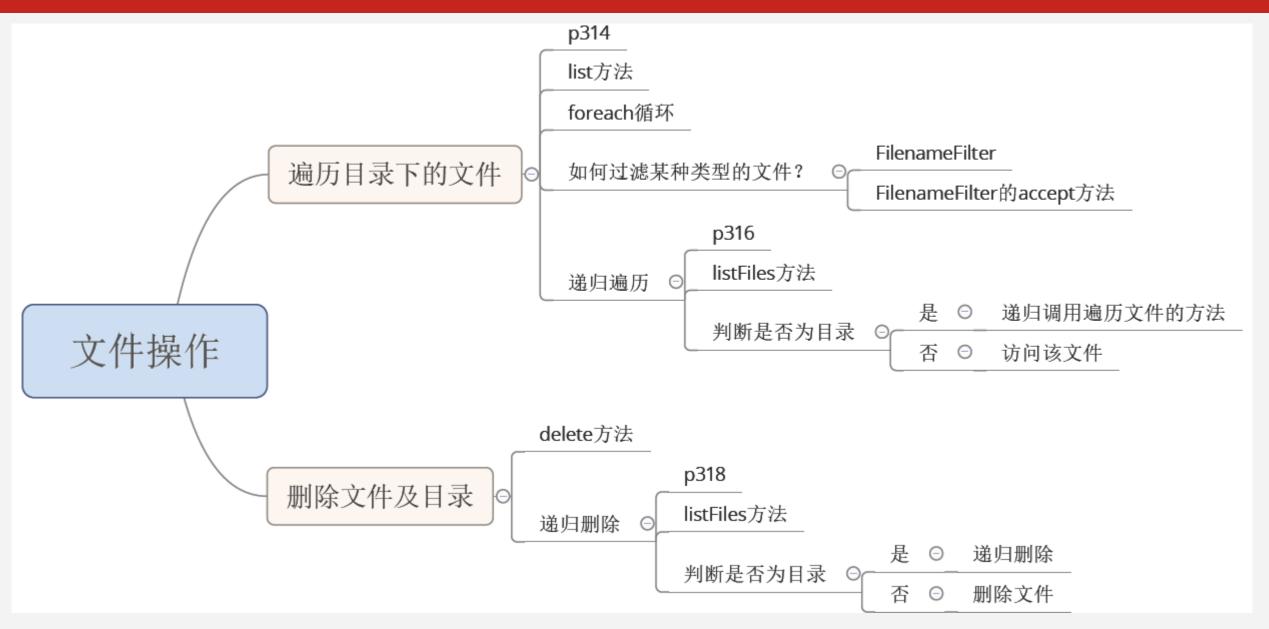
```
System.setIn(new FileInputStream("source.txt"));
System.setOut(new PrintStream("target.txt"));
```

Java 中的IO流分类





文件操作



```
File file = new File("d:\\adir");
if(file.isDirectory()) {
    String[] names = file.list();
    for(String name:names) {
        System.out.println(name);
    }
}
```

遍历文件夹中指定类型的文件(如.java文件)

```
FilenameFilter filter = new FilenameFilter() {
    public boolean accept(File dir, String name) {
        File currFile = new File(dir, name);
        if(currFile.isFile() && name.endsWith(".java"))
            return true;
        else
            return false:
};
File file2 = new File("d:\\adir");
if(file2.isDirectory()){
    String[] names = file2.list(filter);
    for(String name:names) {
        System.out.println(name);
```

```
public static void fileDelete(File dir) {
    File [] files = dir.listFiles();
    for(File file:files) {
        if(file.isDirectory()) {
            fileDelete(file);
        }
        file.delete():
    }
}
```

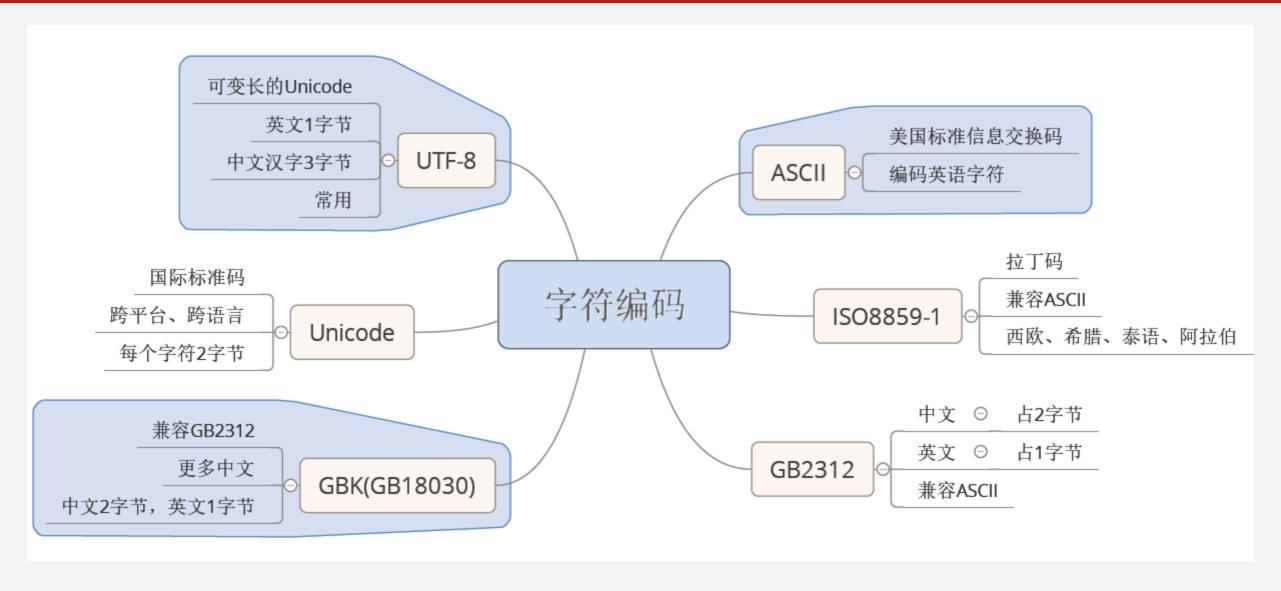


能否该顺序读取(写入)为随机读取(写入)?

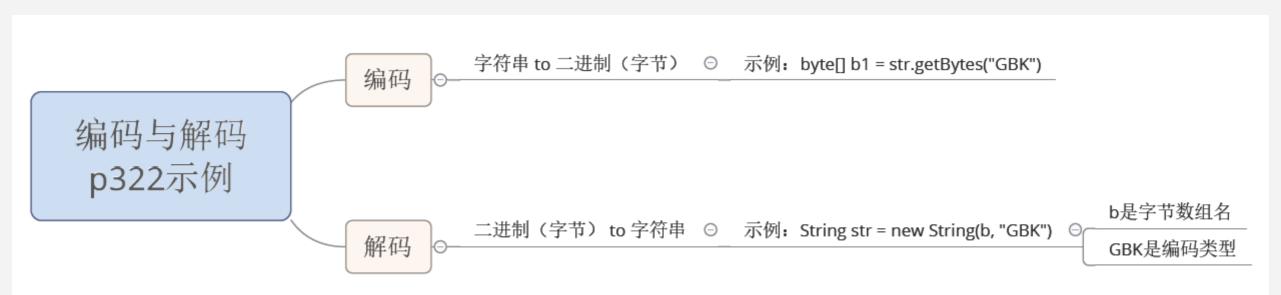
RandomAccessFile



字符编码



Java编程中的字符串编码与解码



讨论。Java程序中的乱码问题。

P322, 原因?解决之道?

编程中常见乱码问题的根源与解决

如何避免乱码 p324 ______明确所读文件的格式

读取的时候根据文件格式进行解码

基于字节流写文件

基于字节流读文件

明确所写文件的格式

写入的时候根据文件格式进行编码

第十二次课的内容

Car RadarCar 如何装饰 有何作用 装饰模式

Object... Data... • • • 其他IO流

标准输入输出

字符编码

遍历

File

删除

相关方法

• • •

编码

解码

乱码