

Java File Handling

Here's a **beginner-friendly guide** to **File Handling in Java**, starting from scratch with step-by-step **code examples** and **explanations**.

What is File Handling?

File Handling in Java means **reading, writing, creating, and deleting** files. Java provides classes in the `java.io` and `java.nio.file` packages for handling files.

Basic Classes Used in File Handling

Class	Purpose
File	Create, check, delete a file
FileReader	Read data from a file
BufferedReader	Read text efficiently
FileWriter	Write data to a file
BufferedWriter	Write text efficiently
Scanner	Read file using Scanner
Files (Java 7+)	File operations (modern way)

Creating a New File

```

java

import java.io.File;
import java.io.IOException;

public class CreateFileExample {
    public static void main(String[] args) {
        try {
            File file = new File("example.txt");
            if (file.createNewFile()) {
                System.out.println("File created: " + file.getName());
            } else {
                System.out.println("File already exists.");
            }
        } catch (IOException e) {
            System.out.println("An error occurred.");
            e.printStackTrace();
        }
    }
}

```

Explanation:

- `File file = new File("example.txt");` → Creates a File object.
- `createNewFile()` → Creates the actual file if it doesn't exist.

- Always wrap in **try-catch** to handle **IOException**.

2 Writing to a File

```
java

import java.io.FileWriter;
import java.io.IOException;

public class WriteToFile {
    public static void main(String[] args) {
        try {
            FileWriter writer = new FileWriter("example.txt");
            writer.write("Hello, Java File Handling!\nWelcome to file writing.");
            writer.close(); // Always close the writer
            System.out.println("Successfully wrote to the file.");
        } catch (IOException e) {
            e.printStackTrace();
        }
    }
}
```

✓ Explanation:

- **FileWriter** writes characters to the file.
- **write()** method writes content.
- **close()** must be called to flush and close the writer.

3 Reading from a File (Using Scanner)

```
java

import java.io.File;
import java.io.FileNotFoundException;
import java.util.Scanner;

public class ReadFromFile {
    public static void main(String[] args) {
        try {
            File file = new File("example.txt");
            Scanner scanner = new Scanner(file);
            while (scanner.hasNextLine()) {
                String line = scanner.nextLine(); // Reads one line at a time
                System.out.println(line);
            }
            scanner.close();
        } catch (FileNotFoundException e) {
            System.out.println("File not found.");
            e.printStackTrace();
        }
    }
}
```

4 Appending to a File (Preserve existing content)

```
java

import java.io.FileWriter;
import java.io.IOException;

public class AppendToFile {
    public static void main(String[] args) {
        try {
            FileWriter writer = new FileWriter("example.txt", true); // true = append mode
            writer.write("\nThis line is appended.");
            writer.close();
            System.out.println("Data appended to the file.");
        } catch (IOException e) {
            e.printStackTrace();
        }
    }
}
```

5 Deleting a File

```
java

import java.io.File;

public class DeleteFile {
    public static void main(String[] args) {
        File file = new File("example.txt");
        if (file.delete()) {
            System.out.println("Deleted the file: " + file.getName());
        } else {
            System.out.println("Failed to delete the file.");
        }
    }
}
```

Summary

Task	Class Used
Create file	File
Write file	FileWriter
Read file	Scanner, BufferedReader
Append file	FileWriter(true)
Delete file	File.delete()

Practice Assignment

1. Create a file `notes.txt`.
2. Write multiple lines of text to it.
3. Read and display the content.
4. Append a timestamp to the file.
5. Delete the file after confirmation.

Would you like me to bundle all of these in a ready-to-run Java project or provide more advanced file handling (like using **BufferedReader**, **BufferedWriter**, or **NIO**)?