

File IO (Writing)

If we want to overwrite the file if it exists

```
try (PrintWriter writer = new PrintWriter(path)) {
    do {
        System.out.print("Enter a message: ");
        message = userInput.nextLine();
        writer.println(message);
    } while (!message.equals(""));
}
```

if we want to append to the file if it exists

```
try (PrintWriter writer = new PrintWriter(new FileOutputStream(path, true))) {
    do {
        System.out.print("Enter a message: ");
        message = userInput.nextLine();
        writer.println(message);
    } while (!message.equals(""));
}
```

If we want to read from one file and write into another

```
try (Scanner inputFile = new Scanner(oldFile);
    PrintWriter writer = new PrintWriter(path)) {
    do {
        System.out.print("Enter a message: ");
        message = userInput.nextLine();
        writer.println(message);
    } while (!message.equals(""));
}
```

Printf

```
System.out.printf("Format length=%d name=%s currency=$%3.2f\n",
    newFile.length(), newFile.getName(), 25.02);
```

Egg Salad Simulator 2022

- Command line program (user input and user output)
- Map (sense of location that persists, and our location that changes)
- Shopping cart (some way to contain objects)
- Things on shelves (objects that we might put in cart)
- Other people (multi-character)
- Obstacles (things that prevent or delay us from meeting our goal)
- Goals (get freshest fruit/ingredients for egg salad/not die)

Shopping cart class - inventory management

Things on shelves - inventory itself

Characters

Wallet

Cash Register

Obstacles - thing that has power/damage/whatever

Map has-a Locations on Map

Might have a list of things and a list of obstacles in a location

Location class

- List of things for inventory
- List of obstacles

Thing class

- Description or name (ex: carton of eggs)
- Cost (ex: \$4)

Shopping Cart

Resources

[Object Design Using CRC Cards](#)