Pipe介绍

# Pipe管道

## 继承关系

public abstract class **Pipe** extends Object



## 功能特性

**A pair of channels that implements a *unidirectional* pipe**.

A pipe consists of **a pair of channels**: **A writable sink channel** and **a readable source channel**. Once some bytes are written to the **sink** channel they can be read from source channel in exactlyAthe order in which they were written.

Whether or not a thread writing bytes to a pipe will block until another thread reads those bytes, or some previously-written bytes, from the pipe is system-dependent and therefore unspecified. Many pipe implementations will buffer up to a certain number of bytes between the sink and source channels, but such buffering should not be assumed.

## 内部类：包装了两个Channel

static class **Pipe.SinkChannel**

A channel representing the writable end of a Pipe.

static class **Pipe.SourceChannel**

A channel representing the readable end of a Pipe.

## 构造方法protected

protected Pipe() Initializes a new instance of this class.

## 静态方法

static Pipe **open**()

Opens a pipe.

abstract Pipe.SinkChannel **sink**()

Returns this pipe's sink channel.

abstract Pipe.SourceChannel **source**()

Returns this pipe's source channel.