FileHandiling WriteUp

FILE HANDLING

STEP 1: Instantiate the main class and import the Scanner package

STEP 2: Instantiate a variable to switch the variable according to the user’s preference.

STEP 3: Every Switch statement is enclosed using try catch block to catch Exceptions created using file handling and recording.

Here we will mention the details

* I want to review my expenditure
* I want to add my expenditure
* I want to delete my expenditure
* I want to sort the expenditures
* I want to search for a particular expenditure

STEP 4: Object of the Buffer Writer class is instantiated to read and write the records in the file created and the file is named as records.txt.

* If you enter any one number mention above it will redirect to the respective expenditure to add , delete , sort , review , search .

STEP 5: Buffe Reader class is used to read records from the file and Buffer Writer is used to write records into the file

STEP 6: After every method implementation the file is closed using close () method.