

## CS 278 - PA 10

### JavaBytes - Getting Input from a File

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Getting all of the input from the keyboard can be tedious when you have a lot of input. It's better to save the information in a file and then just get input from the file. Here's a Java program that will open a file, read the lines of data, print them out, and then print a count of how many lines were read. I've highlighted the differences from our usual way of getting input from the keyboard.

In this program, the name of the file used for input is bowl1.txt. The input file must be in the same folder as the program. You can specify a path if the file is located somewhere else. If you want the filename to be more flexible, you can use a String variable for the filename, then ask the user to type the name of the input file when the program is executed.

Here's an explanation of the highlighted areas:

- Line 2 - Another import is needed
- Line 6 - "throws IOException" must be placed after the parameter list of the main method
- Line 9 - The file is opened and attached to the Scanner. Note the filename in quotation marks.
- Line 10 - The method hasNext returns a boolean: true if there is more data in the file; false otherwise.

```
1 import java.util.*;
2 import java.io.*;
3
4 public class ReadFromFile {
5
6     public static void main (String args[]) throws IOException {
7         String inputLine;
8         int lineCount = 0;
9         Scanner fileScan = new Scanner(new File("bowl1.txt"));
10        while (fileScan.hasNext()) {
11
12            inputLine = fileScan.nextLine();
13            // print the line that we just got from the file
14            System.out.println(inputLine);
15            // count the input line
16            lineCount++;
17        } // end while
18
19        System.out.println("I read " + lineCount + " lines from the file.");
20
21    } //end main
22 } // end class
```