Files and I/O

Introduction

- The java.io package, which provides support for I/O operations.
- A stream can be defined as a sequence of data.
- The InputStream is used to read data from a source.
- The OutputStream is used for writing data to a destination.
- The File class have several methods for working with directories and files such as creating new directories or files, deleting and renaming directories or files, listing the contents of a directory etc.

Introduction

In Java, streams are the sequence of data that are read from the source and written to the destination.

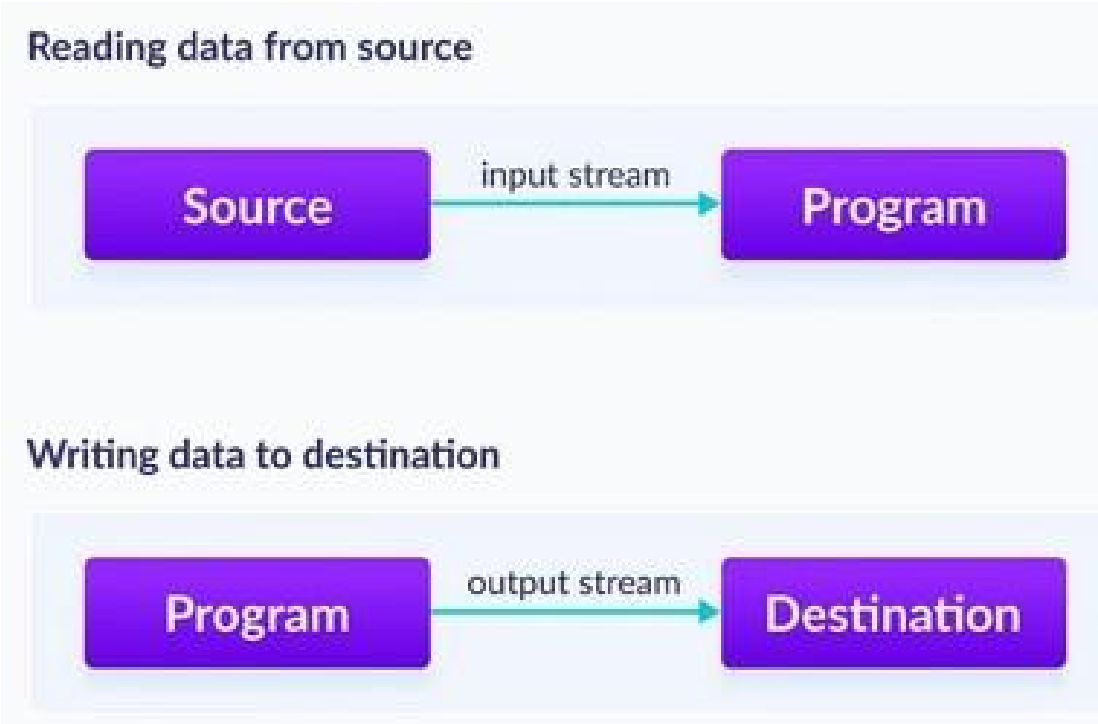
An input stream is used to read data from the source. And, an output stream is used to write data to the destination.

```
class HelloWorld {
    public static void main(String[] args)
        {  System.out.println("Hello,
        World!");
    }
}
```

Introduction

For example, in our first Hello World example, we have used System.out to print a string. Here, the System.out is a type of output stream.

Similarly, there are input streams to take input.



Introduction

Types of Streams

Depending upon the data a stream holds, it can be classified two types:

- Byte Stream
- Character Stream

Introduction

1. Byte Stream

We use Byte Stream to read and write a single byte (8 bits) of data.

All byte stream classes are derived from base abstract classes called InputStream and OutputStream.

Introduction

2. Character Stream

We use Character Stream to read and write a single character of data.

All the character stream classes are derived from base abstract classes Reader and Writer.

Java InputStream Class

The InputStream class of the java.io package is an abstract superclass that represents an input stream of bytes.

Since InputStream is an abstract class, it is not useful by itself. However, its subclasses can be used to read data.

Subclasses of InputStream

In order to use the functionality of InputStream, we can use its subclasses. Some of them are:

FileInputStream
ObjectInputStream

Java OutputStream Class

The OutputStream class of the java.io package is an abstract superclass that represents an output stream of bytes.

Since OutputStream is an abstract class, it is not useful by itself. However, its subclasses can be used to write data.

- Subclasses of OutputStream

In order to use the functionality of OutputStream, we can use its subclasses. Some of them are:

FileOutputStream
ObjectOutputStream

Java FileInputStream Class

- The FileInputStream class of the java.io package can be used to read data (in bytes) from files.

  It extends the InputStream abstract class.

Java FileInputStream Class

Method	Description
int available()	It is used to return the estimated number of bytes that can be read from the input stream.
int read()	It is used to read the byte of data from the input stream.
int read(byte[] b)	It is used to read up to **b.length** bytes of data from the input stream.
int read(byte[] b, int off, int len)	It is used to read up to **len** bytes of data from the input stream.
long skip(long x)	It is used to skip over and discards x bytes of data from the input stream.

Java FileInputStream Class

```
import java.io.FileInputStream;
public class DataStreamExample {
     public static void main(String args[]){
          try{
            FileInputStream fin=new FileInputStream(        "D:\OOPJ\Program\test.txt"        );
            int i=0;
            while((i=fin.read())!=-1){
             System.out.print((char)i);
            }
            fin.close();
          }catch(Exception e){System.out.println(e);}
         }
        }
```

Java FileOutputStream Class

- The FileOutputStream class of the java.io package can be used to write data (in bytes) to the files.

- It extends the OutputStream abstract class.

Java FileOutputStream Class

void write(byte[] ary)	**It is used to write ary.length bytes from the byte array to the file output stream.**
void write(byte[] ary, int off, int len)	It is used to write len bytes from the byte array starting at offset off to the file output stream.
void write(int b)	It is used to write the specified byte to the file output stream
void close()	It is used to closes the file output stream.

```
import java.io.FileOutputStream;
public class FileOutputStreamExample {
    public static void main(String args[]){
          try{
            FileOutputStream fout=new FileOutputStream(          ”D:\OOPJ\Program\test.txt”          );
            String s="Welcome to DDU-MCA.";
            byte b[]=s.getBytes();//converting string into byte array
            fout.write(b);
            fout.close();
            System.out.println("success...");
           }catch(Exception e){System.out.println(e);}
      }
}
```

Filereadwritedemo.java

DataInputStream

DataInputStream class allows an application to read primitive data from the input stream in a machine-independent way

int read(byte[] b)	**It is used to read the number of bytes from the input stream.**
int read(byte[] b, int off, int len)	It is used to read len bytes of data from the input stream.
int readInt()	It is used to read input bytes and return an int value.
byte readByte()	It is used to read and return the one input byte.
char readChar()	It is used to read two input bytes and returns a char value.
double readDouble()	It is used to read eight input bytes and returns a double value.
boolean readBoolean()	It is used to read one input byte and return true if byte is non zero, false if byte is zero.

DataOutputSteam

DataOutputSteam class allow to write a primitive data from output stream in machine independent way.

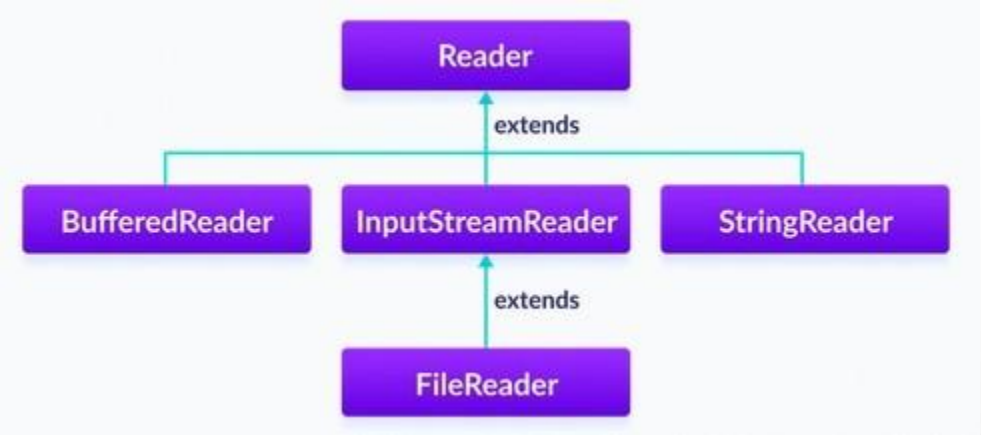
int size()	**It is used to return the number of bytes written to the data output stream.**
void write(int b)	It is used to write the specified byte to the underlying output stream.
void write(byte[] b, int off, int len)	It is used to write len bytes of data to the output stream.
void writeBoolean(boolean v)	It is used to write Boolean to the output stream as a 1-byte value.
void writeChar(int v)	It is used to write char to the output stream as a 2-byte value.
void writeChars(String s)	It is used to write string to the output stream as a sequence of characters.
void writeByte(int v)	It is used to write a byte to the output stream as a 1-byte value.

void writeBytes(String s)	**It is used to write string to the output stream as a sequence of bytes.**
void writeInt(int v)	It is used to write an int to the output stream
void writeShort(int v)	It is used to write a short to the output stream.
void writeLong(long v)	It is used to write a long to the output stream.
void flush()	It is used to flushes the data output stream.

Datainoutstream.java

Java Reader Class

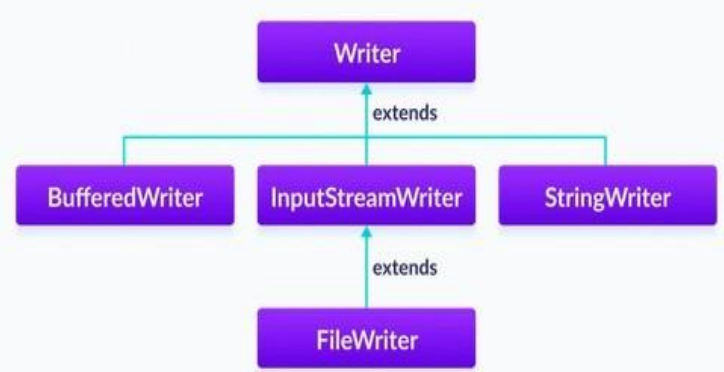
- The Reader class of the java.io package is an abstract superclass that represents a stream of characters.
- Since Reader is an abstract class, it is not useful by itself. However, its subclasses can be used to read data.
- Subclasses of Reader
- In order to use the functionality of Reader, we can use its subclasses. Some of them are:
  - BufferedReader
  - InputStreamReader
  - FileReader
  -



Java Writer Class

- The Writer class of the java.io package is an abstract superclass that represents a stream of characters.
- Since Writer is an abstract class, it is not useful by itself. However, its subclasses can be used to write data.
- Subclasses of Writer

- BufferedWriter
- OutputStreamWriter
- FileWriter



Java InputStreamReader Class

- The InputStreamReader class of the java.io package can be used to convert data in bytes into data in characters.
- It extends the abstract class Reader.
- The InputStreamReader class works with other input streams. It is also known as a bridge between byte streams and character streams. This is because the InputStreamReader reads bytes from the input stream as characters.
- For example, some characters required 2 bytes to be stored in the storage. To read such data we can use the input stream reader that reads the 2 bytes together and converts into the corresponding character.

Java InputStreamReader Class

- Create an InputStreamReader

- In order to create an InputStreamReader, we must import the java.io.InputStreamReader package first. Once we import the package here is how we can create the input stream reader.

```
// Creates an InputStream
FileInputStream file = new FileInputStream(String path);

// Creates an InputStreamReader
InputStreamReader input = new InputStreamReader(file);
```

Java InputStreamReader Class

Methods of InputStreamReader

The `InputStreamReader` class provides implementations for different methods present in the `Reader` class.

read() Method

- `read()` - reads a single character from the reader
- `read(char[] array)` - reads the characters from the reader and stores in the specified array
- `read(char[] array, int start, int length)` - reads the number of characters equal to `length` from the reader and stores in the specified array starting from the `start`

Java InputStr

- For example, suppose we have a file named input.txt with the following content.

- This is a line of text inside the file.

```
class Main {
  public static void main(String[] args) {

    // Creates an array of character
    char[] array = new char[100];

    try {
      // Creates a FileInputStream
      FileInputStream file = new FileInputStream("input.txt");

      // Creates an InputStreamReader
      InputStreamReader input = new InputStreamReader(file);

      // Reads characters from the file
      input.read(array);
      System.out.println("Data in the stream:");
      System.out.println(array);

      // Closes the reader
      input.close();
    }

    catch(Exception e) {
      e.getStackTrace();
    }
  }
}
```

Java OutputStreamWriter Class

- The OutputStreamWriter class of the java.io package can be used to convert data in character form into data in bytes form.
- It extends the abstract class Writer.
- The OutputStreamWriter class works with other output streams. It is also known as a bridge between byte streams and character streams. This is because the OutputStreamWriter converts its characters into bytes.
- For example, some characters require 2 bytes to be stored in the storage. To write such data we can use the output stream writer that converts the character into corresponding bytes and stores the bytes together.

Java OutputStreamWriter Class

- Create an OutputStreamWriter

- In order to create an OutputStreamWriter, we must import the java.io.OutputStreamWriter package first. Once we import the package here is how we can create the output stream writer.

- // Creates an OutputStream
- FileOutputStream file = new FileOutputStream(String path);

- // Creates an OutputStreamWriter
- OutputStreamWriter output = new OutputStreamWriter(file);

- In the above example, we have created an OutputStreamWriter named output along with the FileOutputStream named file.

Java OutputStreamWriter Class

- **Methods of OutputStreamWriter**

write() Method

- `write()` - writes a single character to the writer
- `write(char[] array)` - writes the characters from the specified array to the writer
- `write(String data)` - writes the specified string to the writer

Java OutputStreamWriter Class

```
public class Main {

  public static void main(String args[]) {

    String data = "This is a line of text inside the file.";

    try {
      // Creates a FileOutputStream
      FileOutputStream file = new FileOutputStream("output.txt");

      // Creates an OutputStreamWriter
      OutputStreamWriter output = new OutputStreamWriter(file);

      // Writes string to the file
      output.write(data);

      // Closes the writer
      output.close();
    }

    catch (Exception e) {
      e.getStackTrace();
    }
  }
}
```

Java BufferedReader

- The BufferedReader class of the java.io package can be used with other readers to read data (in characters) more efficiently.
- It extends the abstract class Reader.
- Working of BufferedReader
- The BufferedReader maintains an internal buffer of 8192 characters.
- During the read operation in BufferedReader, a chunk of characters is read from the disk and stored in the internal buffer. And from the internal buffer characters are read individually.
- Hence, the number of communication to the disk is reduced. This is why reading characters is faster using BufferedReader.

Java BufferedReader

- Create a BufferedReader

- In order to create a BufferedReader, we must import the java.io.BuferedReader package first. Once we import the package, here is how we can create the reader.

- // Creates a FileReader
- FileReader file = new FileReader(String file);

- // Creates a BufferedReader
- BufferedReader buffer = new BufferedReader(file);

- In the above example, we have created a BufferedReader named buffer with the FileReader named file.

Java BufferedReader

Methods of BufferedReader

The `BufferedReader` class provides implementations for different methods present in `Reader`.

read() Method

- `read()` - reads a single character from the internal buffer of the reader
- `read(char[] array)` - reads the characters from the reader and stores in the specified array
- `read(char[] array, int start, int length)` - reads the number of characters equal to `length` from the reader and stores in the specified array starting from the position `start`

Java BufferedReader

```
class Main {
  public static void main(String[] args) {

    // Creates an array of character
    char[] array = new char[100];

    try {
      // Creates a FileReader
      FileReader file = new FileReader("input.txt");

      // Creates a BufferedReader
      BufferedReader input = new BufferedReader(file);

      // Reads characters
      input.read(array);
      System.out.println("Data in the file: ");
      System.out.println(array);

      // Closes the reader
      input.close();
    }

    catch(Exception e) {
      e.getStackTrace();
    }
  }
```

Java BufferedWriter Class

- The BufferedWriter class of the java.io package can be used with other writers to write data (in characters) more efficiently.
- It extends the abstract class Writer.
- Working of BufferedWriter
- The BufferedWriter maintains an internal buffer of 8192 characters.
- During the write operation, the characters are written to the internal buffer instead of the disk. Once the buffer is filled or the writer is closed, the whole characters in the buffer are written to the disk.
- Hence, the number of communication to the disk is reduced. This is why writing characters is faster using BufferedWriter.

Java BufferedWriter Class

- Create a BufferedWriter

- In order to create a BufferedWriter, we must import the java.io.BufferedWriter package first. Once we import the package here is how we can create the buffered writer.

- // Creates a FileWriter
- FileWriter file = new FileWriter(String name);

- // Creates a BufferedWriter
- BufferedWriter buffer = new BufferedWriter(file);

- In the above example, we have created a BufferedWriter named buffer with the FileWriter named file.

Java BufferedWriter Class

Methods of BufferedWriter

The `BufferedWriter` class provides implementations for different methods present in `Writer`.

write() Method

- `write()` - writes a single character to the internal buffer of the writer
- `write(char[] array)` - writes the characters from the specified array to the writer
- `write(String data)` - writes the specified string to the writer

Java BufferedWriter Class

```
public class Main {

  public static void main(String args[]) {

    String data = "This is the data in the output file";

    try {
      // Creates a FileWriter
      FileWriter file = new FileWriter("output.txt");

      // Creates a BufferedWriter
      BufferedWriter output = new BufferedWriter(file);

      // Writes the string to the file
      output.write(data);

      // Closes the writer
      output.close();
    }

    catch (Exception e) {
      e.getStackTrace();
    }
  }
}
```

Java ObjectInputStream

- The ObjectInputStream class of the java.io package can be used to read objects that were previously written by ObjectOutputStream.

It extends the InputStream abstract class.

Java ObjectInputStream

- Basically, the ObjectOutputStream converts Java objects into corresponding streams. This is known as serialization.

  Those converted streams can be stored in files

- Now, if we need to read those objects, we will use the ObjectInputStream that will convert the streams back to corresponding objects. This is known as deserialization.

Java ObjectInputStream

- Create an ObjectInputStream
- **Import java.io.ObjectInputStream package first.**.

  // Creates a file input stream linked with specified file
- FileInputStream fileStream = new FileInputStream(String file);

  // Creates an object input stream using the file input stream

  ObjectInputStream objStream = new ObjectInputStream(fileStream);
- Now, the objStream can be used to read objects from the file

.

Java ObjectOutputStream

Import java.io package can be used to write objects that can be read by ObjectInputStream.

.

It extends the OutputStream abstract class

// Creates a FileOutputStream where objects from ObjectOutputStream are written

FileOutputStream fileStream = new FileOutputStream(String file);

ObjectOutputStream objStream = new ObjectOutputStream(fileStream);

Serialization and Deserialization

- **Serialization in Java** is a mechanism of *writing the state of an object into a byte-stream*. It is mainly used in Hibernate, RMI (Remote Method Invocation), JPA (Java Persistence API), EJB (Enterprise JavaBeans)and JMS (Java Message Service) technologies.

- The reverse operation of serialization is called *deserialization* where byte-stream is converted into an object.

- The serialization and deserialization process is platform-independent, it means you can serialize an object on one platform and deserialize it on a different platform.

Serialization and Deserialization

For serializing the object, method **writeObject()** method of *ObjectOutputStream* class,
and for deserialization we call the **readObject()** method of *ObjectInputStream* class.

It is required to implement the *Serializable* interface for serializing the object.

Advantages of Java Serialization
It is mainly used to travel object's state on the network (that is known as marshalling).

Serialization and Deserialization

java.io.Serializable interface

The **Serializable** interface must be implemented by the class whose object needs to be persisted.

The String class and all the wrapper classes implement the *java.io.Serializable* interface by default.

Serialization and Deserialization

```
import java.io.Serializable;
public class Student implements
  Serializable{ int id;
 String name;
 public Student(int id, String name)
 { this.id = id;
 this.name = name;
 }
}
```

In the above example, ***Student*** class implements Serializable interface. Now its objects can be converted into stream.

Serialization and Deserialization

ObjectOutputStream class

The ObjectOutputStream class is used to write primitive data types, and Java objects to an OutputStream.

Method	Description
1) public final void writeObject(Object obj) throws IOException {}	It writes the specified object to the ObjectOutputStream.
2) public void flush() throws IOException {}	It flushes the current output stream.
3) public void close() throws IOException {}	It closes the current output stream.

Serialization and Deserialization

ObjectInputStream class

An ObjectInputStream deserializes objects and primitive data written using an ObjectOutputStream.

Method	Description
1) public final Object readObject() throws IOException, ClassNotFoundException{}	It reads an object from the input stream.
2) public void close() throws IOException {}	It closes ObjectInputStream.

Serialization and Deserialization

ObjectInputStream class

An ObjectInputStream deserializes objects and primitive data written using an ObjectOutputStream.

Method	Description
1) public final Object readObject() throws IOException, ClassNotFoundException{}	It reads an object from the input stream.
2) public void close() throws IOException {}	It closes ObjectInputStream.

```
import java.io.*;
class Persist{
 public static void main(String
  args[]){ try{
  //Creating the object
  Student s1 =new Student(211,"AAA");
  //Creating stream and writing the object
  FileOutputStream fout=new FileOutputStream("f.txt");
  ObjectOutputStream out=new ObjectOutputStream(fout);

  out.writeObject(s1);
  out.flush();
  //closing the stream
  out.close();
  System.out.println("success");
  }catch(Exception e){System.out.println(e);}
 }
}
```

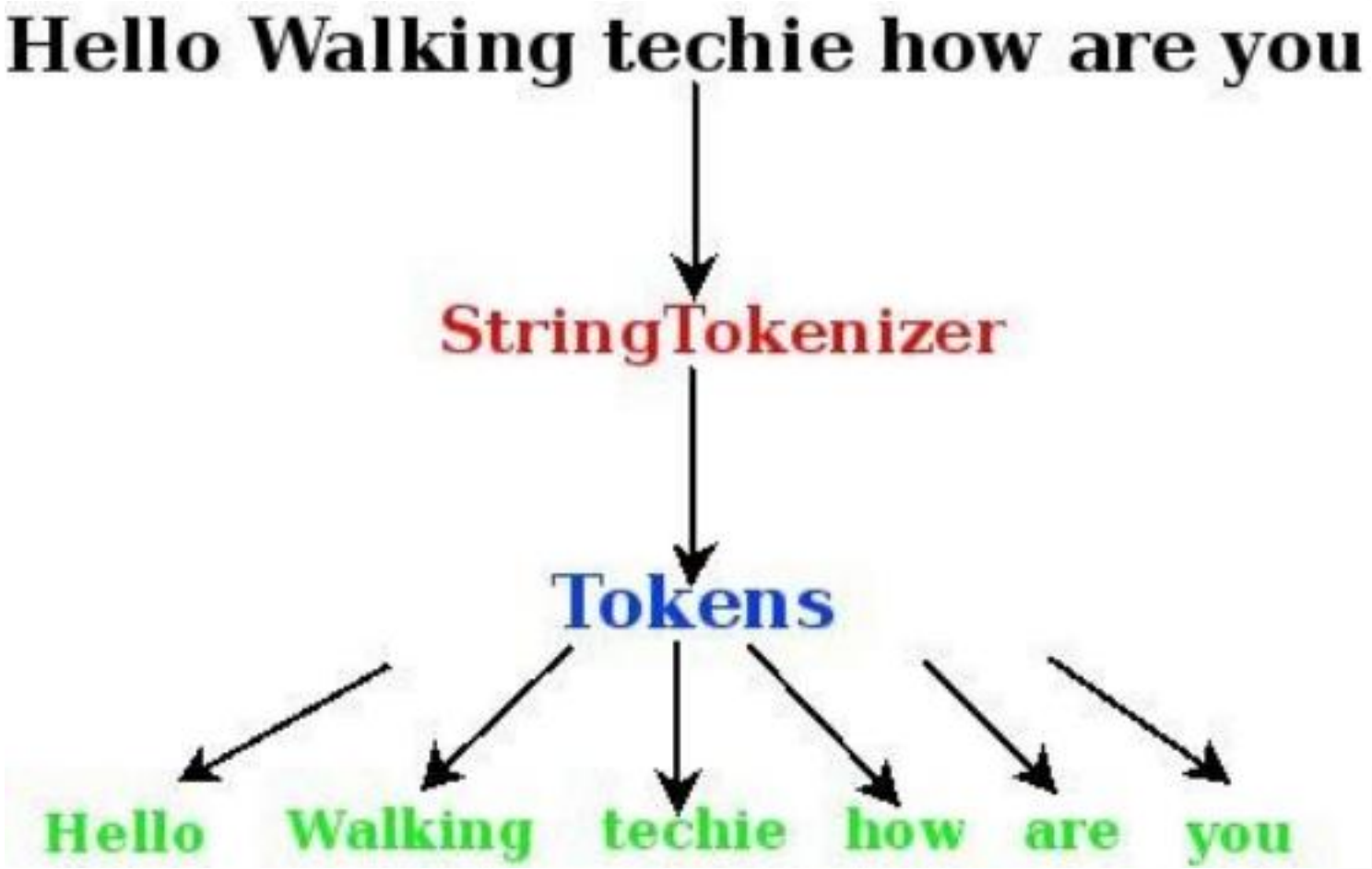
```
import java.io.*;
class Depersist{
 public static void main(String
  args[]){ try{
  //Creating stream to read the object
  ObjectInputStream in=new ObjectInputStream(new FileInput
Stream("f.txt"));
  Student s=(Student)in.readObject();
  //printing the data of the serialized object
  System.out.println(s.id+" "+s.name);
  //closing the stream
  in.close();
  }catch(Exception e){System.out.println(e);}
 }
}
```

StringTokenizer

The **java.util.StringTokenizer** class allows you to break a String into tokens. It is simple way to break a String.

In the StringTokenizer class, the delimiters can be provided at the time of creation or one by one to the tokens.

StringTokenizer



StringTokenizer

Constructor	Description
StringTokenizer(String str)	It creates StringTokenizer with specified string.
StringTokenizer(String str, String delim)	It creates StringTokenizer with specified string and delimiter.

Methods	Description
boolean hasMoreTokens()	It checks if there is more tokens available.
String nextToken()	It returns the next token from the StringTokenizer object.
String nextToken(String delim)	It returns the next token based on the delimiter.

StringTokenizer

```
import java.util.StringTokenizer;
public class Simple{
 public static void main(String args[]){
   StringTokenizer st = new StringTokenizer(“Testing for
string and tokanize it","  ");

   while (st.hasMoreTokens())
        {
        System.out.println(st.nextToken());
    }
   }
}
```