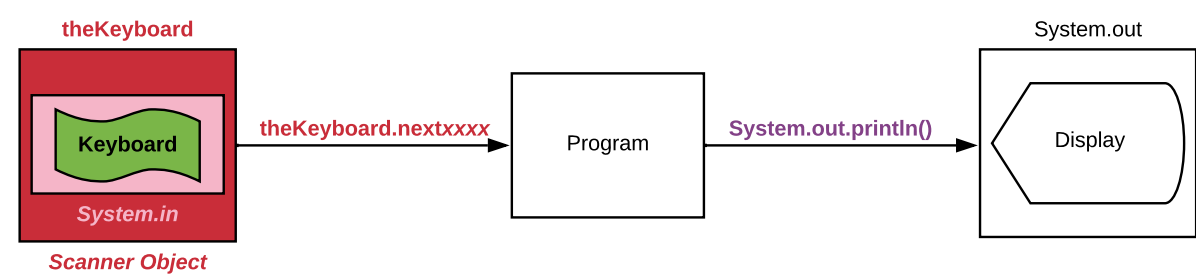
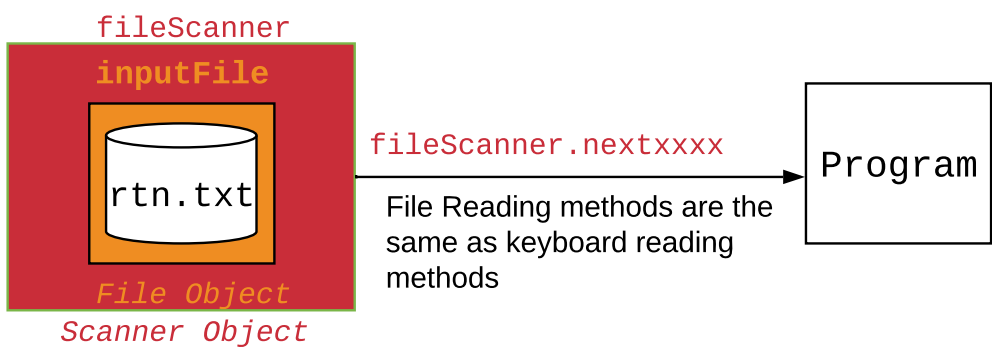


01 - File_I/O_Writing_Notes

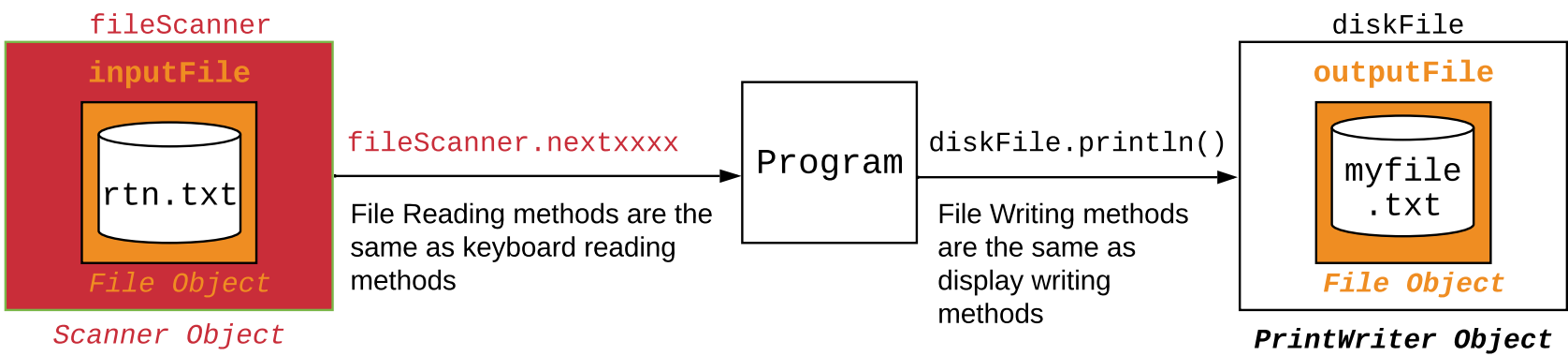
```
Scanner theKeyboard = new Scanner(System.in);
```



```
File inputFile = new File("rtn.txt"); // path to the file
Scanner fileScanner = new Scanner(inputFile);
```



Writing to a file

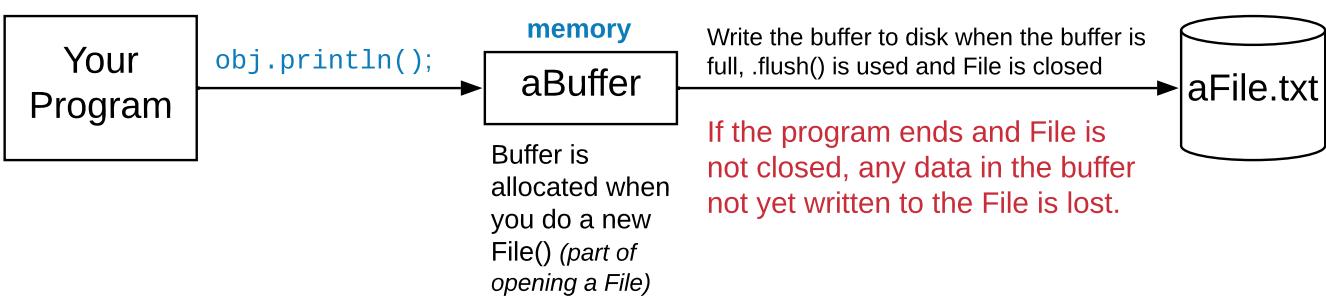


```
File outputFile = new File("myfile.txt"); // Define a File object for the output file
outputFile.createNewFile(); // Create the file on the disk
// will destroy any existing copy

PrintWriter fileWriter = new PrintWriter(outputFile); // Define a PrintWriter for the File
```

The PrintWriter class uses the same methods as System.out (println(), print(), printf() etc)
If you can display things on the screen using System.out, you can write data to file.

File Buffering



To define an output file so you can add to it:

```
// Define a File object for the output file
File outputFile = new File("myfile.txt");

// Define a FileWriter object for the File object with a second parameter
// which indicates whether you want to append to the file (true)
// or overwrite the file (false)
FileWriter aFileWriter = new FileWriter(outputFile, true);

// Define a BufferedWriter object for the FileWriter object
BufferedWriter aBufferedWriter= new BufferedWriter(aFileWriter);

// Define a PrintWriter object for the BufferedWriter object
PrintWriter diskFileWriter = new PrintWriter(aBufferedWriter);
```