



# COMP90041

## Programming and Software Development

### Semester 1, 2021

### Lab 10

Andrew Naughton

[andrew.naughton@unimelb.edu.au](mailto:andrew.naughton@unimelb.edu.au)

# Outline

- ❖ Files
- ❖ Inspect File Properties
- ❖ Reading .txt
- ❖ Writing .txt
- ❖ Reading and Writing .dat
- ❖ Exercises

# Files

- ❖ We consider two types in this subject:
  - ❖ Text files
    - ❖ .txt
    - ❖ Human readable
  - ❖ Binary Files
    - ❖ .dat
    - ❖ Program readable
    - ❖ More efficient processing of data, as no need to convert to human readable format

# Inspect File Properties

- ❖ File class

- ❖ `File file = new File("afile.txt");`
- ❖ `File folder = new File("aFolder/");`

- ❖ Check for existence

- ❖ `file.exists()` : boolean

- ❖ Check for permissions (read or write)

- ❖ `file.canRead()` : boolean

- ❖ Delete file

- ❖ `file.delete()` : void

- ❖ Retrieve absolute path (e.g. "C:\temp\afile.txt")

- ❖ `file.getAbsolutePath()` : String

# Reading .txt

- ❖ We have two options:
  - ❖ **Scanner** class
    - ❖ `new Scanner(new FileInputStream("afile.txt"));`
    - ❖ Requires one import
  - ❖ **BufferedReader** class
    - ❖ `new BufferedReader(new FileReader("afile.txt"));`
    - ❖ Requires two imports
    - ❖ Cannot read a number, must read as string and then convert

# Writing .txt

❖ We have two options:

❖ **PrintWriter** class

- ❖ `new PrintWriter(new FileOutputStream("afile.txt", <true|false>);`
- ❖ `true` -> append to end of file
- ❖ `false` -> write over existing content

❖ **BufferedWriter** class

- ❖ `new BufferedWriter(new FileWriter("afile.txt"));`

# Reading and Writing .dat

- ❖ Reading

- ❖ **ObjectInputStream** class

- ❖ `new ObjectInputStream(new FileInputStream("afile.dat"));`

- ❖ Writing

- ❖ **ObjectOutputStream** class

- ❖ `new ObjectOutputStream(new FileOutputStream("afile.dat"));`

# Reading and Writing .dat

- ❖ Can write objects such as a class object or array
  - ❖ `MyClass[] myArray = new MyClass[5];`
  - ❖ ...
  - ❖ `oos.writeObject(myArray);`
  - ❖ `MyClass` must **implement Serializable**
- ❖ Can read back such objects
  - ❖ `MyClass[] myArray = (MyClass[]) ois.readObject();`
  - ❖ `MyClass` must **implement Serializable**
  - ❖ Must **cast** the read object





# Exercises