

Category	Class	Purpose
Byte-based Streams	InputStream, OutputStream	Handles raw binary data (e.g., files, audio, images)
	FileInputStream, FileOutputStream	Read/Write byte data to/from files
Character-based Streams	Reader, Writer	Handles character data (e.g., text files)
	BufferedReader, BufferedWriter	Efficient reading/writing of text with buffering
Data Streams	DataInputStream, DataOutputStream	Read/Write primitive data types in a portable manner
Object Streams	ObjectInputStream, ObjectOutputStream	Serialization and deserialization of objects
Buffered Streams	BufferedInputStream, BufferedOutputStream	Efficient I/O with buffering for binary data
	BufferedReader, BufferedWriter	Efficient I/O with buffering for text data
Piped Streams	PipedInputStream, PipedOutputStream	Inter-thread communication via streams
File Streams	FileInputStream, FileOutputStream, FileReader, FileWriter	Read/Write files in binary or character mode