

# File handling Java

# Learning Objectives

- Learn file handling in Java:
  - Create
  - Write
  - Read



# Java File Handling - File Class

**File Class:** It is part of the java.io package and allow us to work with files.

## How to use it?

Create an object of the class, and specify the filename or directory name:

`import java.io.File;` => Import the File class

`File myFile = new File("filename.txt");` => Create File object and indicate the filename



# File methods

Some File methods:

**createNewFile():** Creates an empty file

**delete():** Deletes a file

**exists():** Checks whether the file exists

**getName():** Returns the name of the file




# Create a file

```
import java.io.File; // Import the File class
import java.io.IOException; // Import the IOException class to handle errors

public class MyFiles {
    public static void main(String[] args) {
        createFile();
    }


    public static void createFile() {
        try {
            File myFile = new File("filename.txt");
            if (myFile.createNewFile()) {
                System.out.println("File created: " + myFile.getName());
            } else {
                System.out.println("File already exists.");
            }
        } catch (IOException e) {
            System.out.println("An error occurred.");
            e.printStackTrace();
        }
    }
}
```



# Write File

```
import java.io.FileWriter;
```

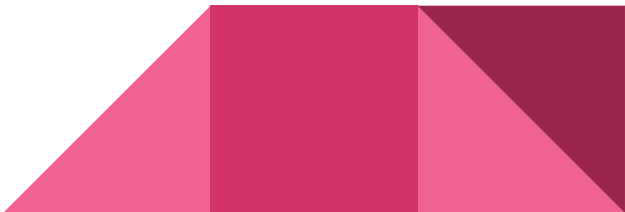
```
public static void writeFile() {  
    try {  
        FileWriter myWriter = new FileWriter("writeme.txt");  
        myWriter.write("This is a test.\nAnother test.");  
        myWriter.close();  
        System.out.println("Successfully!!!");  
    } catch (IOException e) {  
        System.out.println("Error!!!");  
        e.printStackTrace();  
    }  
}
```



# Write File - Append mode

```
import java.io.FileWriter;
```

```
public static void writeFile() {  
    try {  
        // The argument true enables append mode  
        FileWriter myWriter = new FileWriter("writeme.txt", true);  
        myWriter.write("This is a test.\nAnother test.");  
        myWriter.close();  
        System.out.println("Successfully!!!");  
    } catch (IOException e) {  
        System.out.println("Error!!!");  
        e.printStackTrace();  
    }  
}
```



# Read a file - Scanner

You can use a Scanner on files, strings or user input.

Import the `java.util.Scanner` package before we can use the Scanner class:

```
import java.util.Scanner;
```

Create a Scanner Object in Java:

```
Scanner sc = new Scanner(" File Here");
```





# Scanner methods

**hasNext()** - Returns true if this Scanner has another token in its input. (Does not consume that text)

**hasNextLine()** - Returns true if there is another line in the input of this Scanner. (Does not consume that text)

**hasNextInt()** - Returns true if the next token in this Scanner's input is an int when using the `nextInt()` method

There is a **hasNextTYPE()** - for every **nextTYPE()** method.

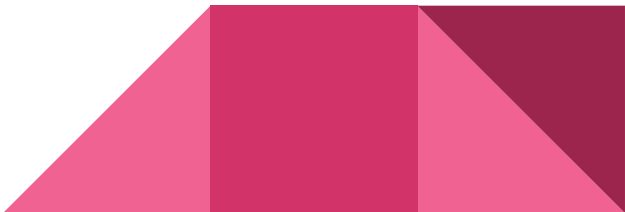
**next()** - reads a word from the Scanner

**nextLine()** - reads a line of text from the Scanner

**nextInt()** - reads an int value from the Scanner

**nextDouble()** - reads a double value from the Scanner

**nextBoolean()** - reads a boolean value from the Scanner



# Read a file

```
public class MyFiles {  
    public static void main(String[] args) {  
        readFile();  
    }  
  
    public static void readFile() {  
        try {  
            File file = new File("read_filename.txt");  
            Scanner input = new Scanner(file);  
            while (input.hasNextLine()) {  
                String line = input.nextLine();  
                System.out.println(line);  
            }  
            input.close();//releases the file from your program  
  
        } catch (FileNotFoundException e) {  
            System.out.println("File not found.");  
            e.printStackTrace();  
        }  
    }  
}
```

