

Ex No: 7	FILE INFORMATION APPLICATION
Date: 13/09/2019	

Aim:

*To design a java program that reads a file name from the user, displays information about whether the file exists, whether the file is readable or writable. The type of file and the length of file in bytes.

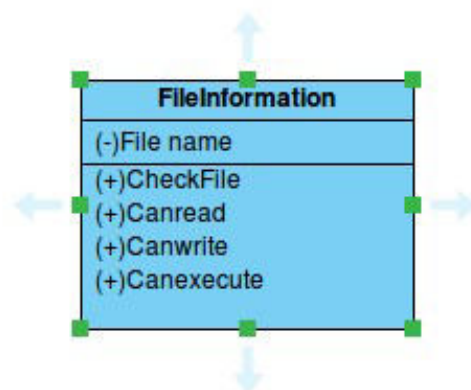
Requirements:

- * To know about a file name and how to read and how to access file.
- * A package named file info
- * A class file information.

Algorithm:

- 1.Start.
2. Create a package file info.
3. Create a class file information.
4. For reading file to know file name,get the input from the user.
5. Check the file information.
6. Print the file is readable or writable.
- 7.Stop

Class Diagram:



Program:

```
/**
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 package fileinfo;

import java.io.File;
import java.util.Scanner;

public class FileInformation {

    public void CheckFile()
    {
        Scanner sc=new Scanner(System.in);
        String filename;
        File f;

        System.out.println("Enter the name of a file with full path:");
        filename=sc.next();
        f=new File(filename);

        if(f.exists()==true)
        {
            System.out.println("The file exists.");

            if(f.canRead()==true)
            {
                System.out.println("The file can be read.");
            }else
            {
                System.out.println("The file cannot be read.");
            }

            if(f.canWrite()==true)
            {
                System.out.println("The file can be written.");
            }else
            {
                System.out.println("The file cannot be written.");
            }

            if(f.canExecute()==true)
            {
                System.out.println("the file is executable.");
            }else
            {
                System.out.println("The file type is not executable.");
            }
        }
        else
        {

```

```

        System.out.println("The file does not exist.");
    }
    double bytes = f.length();
    System.out.println("size of the file in bytes"+bytes);
}
public static void main(String[] args) {
    FileInformation fi;

    fi=new FileInformation();
    fi.CheckFile();

}

}

```

Output:

```

Enter the name of a file with full path:
/home/user3
The file exists.
The file can be read.
The file can be written.
the file is executable.
size of the file in bytes4096.0

```

Result:

*Thus, the program for the file information application is written and executed successfully.