File Handling- Read, Write, Append

Problem statement: - As a developer, write a program to read, write and append to a file.

I have created a program to write, read and append to a file. I have used different constructors, methods and class for the same.

I will mention some of the classes I have used and their implementation.

1. **import java.io.File;** // Import the File class

The File class is Java’s representation of a file or directory pathname. Because file and directory names have different formats on different platforms, a simple string is not adequate to name them. The File class contains several methods for working with the pathname, deleting and renaming files, creating new directories, listing the contents of a directory, and determining several common attributes of files and directories.

File file=**new** File("D:\\fileHandling\\FileHandling.txt");

1. **import java.io.IOException;** // Import the IOException class to handle errors

Constructs an IOException with null as its error detail message.

**try** {

*CreateWriteFile*();

} **catch** (IOException e) {

System.***out***.println(e);

}

1. **import java.io.FileWriter;** // Import the FileWriter class

Java FileWriter class is used to write character-oriented data to a [file](https://www.javatpoint.com/java-file-class). It is character-oriented class which is used for file handling in [java](https://www.javatpoint.com/java-tutorial). Unlike FileOutputStream class, you don't need to convert string into byte [array](https://www.javatpoint.com/array-in-java) because it provides method to write string directly.

FileWriter writer= **new** FileWriter(file);

writer.write("Hello ! Third Project Creating File");

1. **import java.io.FileReader;**

Java FileReader class is used to read data from the file. It returns data in byte format like [FileInputStream](https://www.javatpoint.com/java-fileinputstream-class) class. It is character-oriented class which is used for [file](https://www.javatpoint.com/java-file-class) handling in [java](https://www.javatpoint.com/java-tutorial).

FileReader fr=**new** FileReader("D:\\fileHandling\\FileHandling.txt");

1. **import java.util.Scanner;** // Import the Scanner class to read text files
2. **import java.io.BufferedReader;**
3. **import java.io.BufferedWriter;**