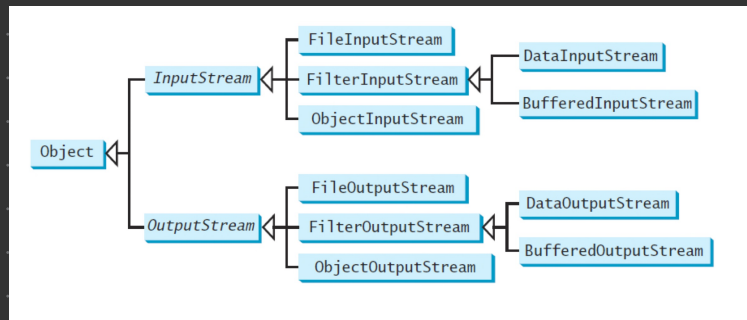




# B07 Sept 27 Lec 1 Notes

## Input and Output Streams

- ↳ Java handles input and outputs using streams



## Standard I/O

- ↳ `System.in`
  - ↳ Object of type `InputStream`
  - ↳ Refers to the keyboard.
- ↳ `System.out`
  - ↳ Object of type `PrintStream`

## File Class

- ↳ Contains methods for obtaining the properties of a file/directory and for renaming and deleting a file
- ↳ Constructing a `File` instance does not create a file on the machine

## File I/O

- ↳ Reading could be done using the `Scanner` class  
e.g. `Scanner input = new Scanner(new File(filename));`
- ↳ Writing could be done using the `FileWriter` class  
e.g. `FileWriter output = new FileWriter(filename, append);`

## Regular Expressions

- ↳ A regular expression (abbreviated regex) is a string that describes a pattern for matching a set of strings.
- ↳ Simple way to validate user input.
- ↳ The `Pattern` class can be used to define the pattern.
  - ↳ The `compile` method takes a string representing the regular expression.