

Binary File – Input:

```
new FileInputStream(filename);  
new BufferedInputStream(new FileInputStream(filename));  
new DataInputStream(new FileInputStream(filename));  
new ObjectInputStream(new FileInputStream(filename));  
new DataInputStream(new BufferedInputStream(new FileInputStream(filename)));  
new ObjectInputStream(new BufferedInputStream(new FileInputStream(filename)));
```

Binary File – Output:

```
new FileOutputStream(filename);  
new BufferedOutputStream(new FileOutputStream(filename));  
new DataOutputStream(new FileOutputStream(filename));  
new ObjectOutputStream(new FileOutputStream(filename));  
new DataOutputStream(new BufferedOutputStream(new FileOutputStream(filename)));  
new ObjectOutputStream(new BufferedOutputStream(new FileOutputStream(filename)));
```

Binary File – Random Access:

```
new RandomAccessFile(nomfichier, mode); // mode= "r" or "rw"
```

Text File – Input:

```
new FileReader(filename);  
new BufferedReader (new FileReader(filename));
```

Text File – Input:

```
new FileWriter(filename);  
new BufferedWriter (new FileWriter(filename));  
new PrintWriter (new FileWriter(filename));  
new PrintWriter(new BufferedWriter(new FileWriter(filename)));
```