Working with the file system

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Files are stored in directories (folders).

At the very basic level, all files are just sequences of bytes. To store text, one would typically apply some character encoding (e.g. UTF-8, ASCII or latin1).

File management in programming

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- Files can have permissions (read, read+write) that apply to various users
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- Files can have permissions (read, read+write) that apply to various users
- Java programs run with the permissions from a user account
- Files can be very large too large for memory

Typical steps:

- Open a file handler or file descriptor resource
- Set the pointer by seeking to a place in the file
- Perform reading or writing
- Close the resource

Reading from a file

Reading will advance the seek pointer by the number of read bytes.

Writing to file

Writing will advance the seek pointer by the number of written bytes.

It's possible to add content to the end of the file by seeking to the end (r.seek(r.length())) before writing.

Pathfinding

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File paths can be *relative* or *absolute*. Relative paths start at the *working directory*. If the working directory changes, the relative path might point to the wrong location.

- ../../Downloads/MyFile.java relative path
- /Users/mpol/Downloads/MyFile.java absolute path

Note that you'd need to escape your backslashes on Windows!

```
1 String myPath = "C:\\Users\\mpol\\...";
```

Working directory

Used as a baseline for relative paths.

Typically where you stood in your terminal when the program was executed. Change your working directory with cd in your terminal.

- echo %cd% in Windows command line
- pwd in Unix-like systems (e.g. OS X)

Use

```
1 | System.getProperty("user.dir")
to see the current working directory.
```