

# OBJECT-ORIENTED SYSTEMS DESIGN

## [Exercise]: File I/O and Recursion

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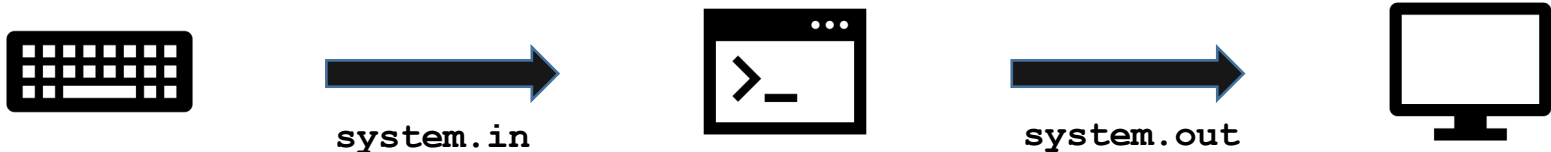
# File I/O

## Chapter 10

# Streams

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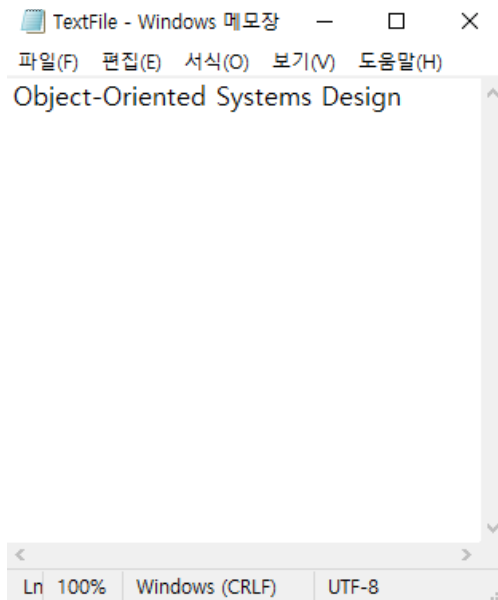
- A **stream** is an object that enables the flow of data between a program and some I/O device or file.



# Text File and Binary File

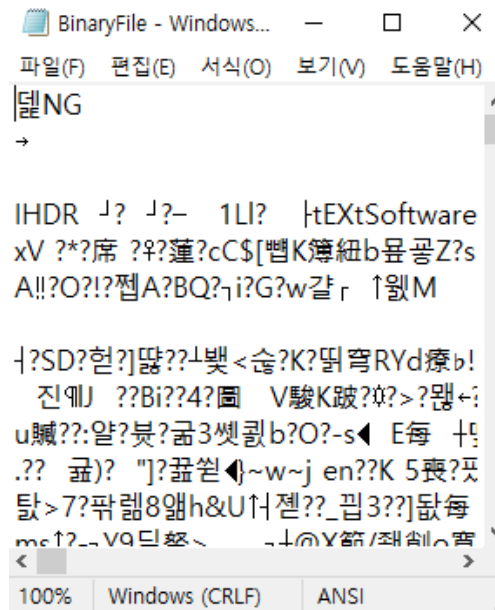
## • Text File

- Files that are designed to be read by human beings, and that can be read or written with an editor are called **text files**.



## • Binary File

- Files that are designed to be read by programs and that consist of a sequence of binary digits are called **binary files**.



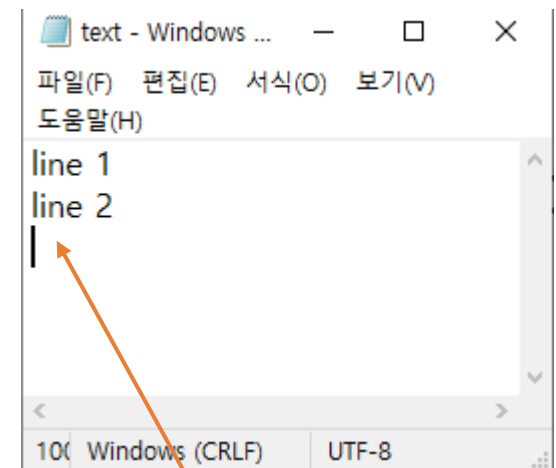
# Writing to a Text File

## • Using PrintWriter

- The class **PrintWriter** is a stream class that can be used to write to a text file.

```
public static void main(String[] args) {  
    PrintWriter outputStream = null;  
    try{  
        outputStream = new PrintWriter( new FileOutputStream( name: "text.txt"));  
    }catch (FileNotFoundException e){  
        System.out.println("Error opening the file text.txt.");  
        System.exit( status: 0);  
    }  
    outputStream.println("line 1");  
    outputStream.println("line 2");  
    outputStream.close();  
}
```

Use **outputStream** like **System.out**



The cursor is on the line 3 because it uses the **println()** method.

# Writing to a Text File

- Using **PrintWriter**

To use **PrintWriter** outside the **try** block, you must declare **PrintWriter** outside the **try** block.

Opening a file can result in an exception, so it should be placed inside a **try** block.

```
public static void main(String[] args) {  
    PrintWriter outputStream = null;  
    try{  
        outputStream = new PrintWriter( new FileOutputStream( name: "text.txt"));  
    }catch (FileNotFoundException e){  
        System.out.println("Error opening the file text.txt.");  
        System.exit( status: 0);  
    }  
    outputStream.println("line 1");  
    outputStream.println("line 2");  
    outputStream.close();  
}
```

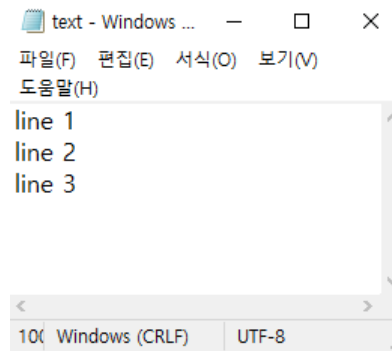
The class **PrintWriter** takes **FileOutputStream** object as its argument.

When a program is finished writing to a file, it should always close the stream connected to that file.

# Appending to a Text File

- To create a `PrintWriter` object and connect it to a text file for **appending**, a second argument, set to `true`, must be used in the constructor for the `FileOutputStream` object.

```
public static void main(String[] args) {  
    PrintWriter outputStream = null;  
    try{  
        outputStream = new PrintWriter( new FileOutputStream( name: "text.txt", append: true));  
    }catch (FileNotFoundException e){  
        System.out.println("Error opening the file text.txt.");  
        System.exit( status: 0);  
    }  
    outputStream.println("line 3");  
    outputStream.close();  
}
```

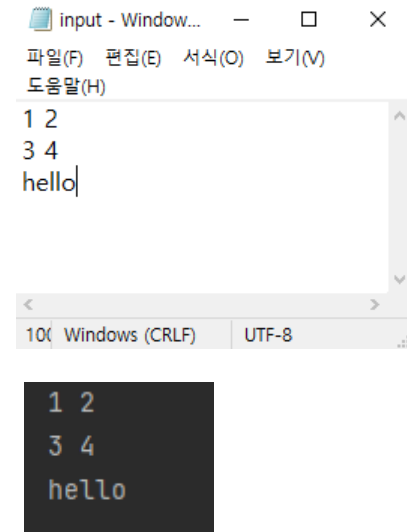


# Reading From a Text File

## • Using Scanner

- The class **Scanner** can be used for reading from the keyboard as well as reading from a text file.

```
public static void main(String[] args) {  
    Scanner inputStream = null;  
    try{  
        inputStream = new Scanner(new FileInputStream( name: "input.txt"));  
    }catch(FileNotFoundException e){  
        System.out.println("input.txt was not found");  
    }  
    int num1 = inputStream.nextInt();  
    int num2 = inputStream.nextInt();  
    inputStream.nextLine();  
    String line2 = inputStream.nextLine();  
    String line3 = inputStream.nextLine();  
  
    System.out.println(+num1+" "+num2);  
    System.out.println(line2);  
    System.out.println(line3);  
}
```





# Reading From a Text File

- Using Scanner

Simply replace the argument **System.in** (to the **Scanner** constructor) with a suitable stream that is connected to the text file.

The **nextInt()** method of the scanner object accepts only an integer, remaining "\n" in the line.

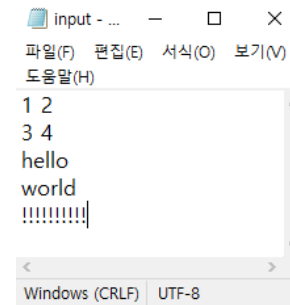
```
public static void main(String[] args) {
    Scanner inputStream = null;
    try{
        inputStream = new Scanner(new FileInputStream( name: "input.txt"));
    }catch(FileNotFoundException e){
        System.out.println("input.txt was not found");
    }
    int num1 = inputStream.nextInt();
    int num2 = inputStream.nextInt();
    inputStream.nextLine();
    String line2 = inputStream.nextLine();
    String line3 = inputStream.nextLine();

    System.out.println(+num1+" "+num2);
    System.out.println(line2);
    System.out.println(line3);
}
```

# Testing for the End of a Text File with Scanner

- Instead of having to rely on an exception to signal the end of a file, the **Scanner** class provides methods such as **hasNextInt** and **hasNextLine**.

```
Scanner inputStream = null;
try{
    inputStream = new Scanner(new FileInputStream( name: "input.txt"));
}catch(FileNotFoundException e){
    System.out.println("input.txt was not found");
    System.exit( status: 0);
}
String line = null;
while(inputStream.hasNextLine()){
    line = inputStream.nextLine();
    System.out.println(line);
}
inputStream.close();
```



```
1 2
3 4
hello
world
!!!!!!!!!!
```

**hasNextLine ()** method returns **true** if there are remaining lines to read.

# Reading From a Text File

- **Using BufferedReader**

- The class **BufferedReader** is a stream class that can be used to read from a text file.
- An object of the class **BufferedReader** has the methods **read** and **readLine**.

```
public static void main(String[] args) {  
    try{  
        BufferedReader inputStream = new BufferedReader(new FileReader( fileName: "input.txt"));  
        String line1 = inputStream.readLine();  
        String line2 = inputStream.readLine();  
        String line3 = inputStream.readLine();  
        System.out.println(line1);  
        System.out.println(line2);  
        System.out.println(line3);  
    }catch(FileNotFoundException e){  
        System.out.println("input.txt was not found");  
        System.exit( status: 0);  
    }catch (IOException e){  
        System.out.println("Error reading from input.txt");  
    }  
}
```

# Reading From a Text File

- Using **BufferedReader**

```
public static void main(String[] args) {  
    try{  
        BufferedReader inputStream = new BufferedReader(new FileReader( fileName: "input.txt"));  
        String line1 = inputStream.readLine();  
        String line2 = inputStream.readLine();  
        String line3 = inputStream.readLine();  
        System.out.println(line1);  
        System.out.println(line2);  
        System.out.println(line3);  
    }catch(FileNotFoundException e){  
        System.out.println("input.txt was not found");  
        System.exit( status: 0);  
    }catch (IOException e){  
        System.out.println("Error reading from input.txt");  
    }  
}
```

If you want to use the **readline()** method in the **BufferedReader** class, you must handle **IOException**.

# Reading From a Text File

- Using **BufferedReader**

- Since the **readline** method can only read strings, we should use **StringTokenizer** class and **parseInt** method to read integers from text file.

```
public static void main(String[] args) {
    try{
        BufferedReader inputStream = new BufferedReader(new FileReader( fileName: "input.txt"));
        String line1 = inputStream.readLine(); //String "1 2"

        StringTokenizer stk = new StringTokenizer(line1);
        String temp = stk.nextToken();        //String "1"
        int num = Integer.parseInt(temp);      //Integer 1

        System.out.println(num);

    }catch(FileNotFoundException e){
        System.out.println("input.txt was not found");
        System.exit( status: 0);
    }catch (IOException e){
        System.out.println("Error reading from input.txt");
    }
}
```

# Recursion

## Chapter 11

# Recursive Methods

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- A ***recursive*** method is a method that includes a call to itself.
- Recursion is based on the general problem solving technique of breaking down a task into subtasks.
  - In particular, recursion can be used whenever one subtask is a smaller version of the original task.

# A Recursive void Method

- Example

```
public class RecursionDemo {  
    public static void main(String[] args) {  
        System.out.println("print recursive hello 3");  
        printRecursiveHello(n: 3);  
  
        System.out.println("print recursive hello 2");  
        printRecursiveHello(n: 2);  
    }  
    static void printRecursiveHello(int n){  
        if (n > 0){  
            System.out.println("hello "+n);  
            printRecursiveHello(n: n-1);  
        }  
    }  
}
```

```
print recursive hello 3  
hello 3  
hello 2  
hello 1  
print recursive hello 2  
hello 2  
hello 1
```



# A Recursive void Method

- Infinite recursion can cause a `StackOverflowError` exception.

There is no termination condition (or the base case).



```
public class RecursionDemo {  
    public static void main(String[] args) {  
        printHelloInfinite();  
    }  
    static void printHelloInfinite(){  
        System.out.println("hello");  
        printHelloInfinite();  
    }  
}
```

```
hello  
hello  
hello  
hello  
hello  
hello  
hello  
hello  
hello  
Exception in thread "main" java.lang.StackOverflowError Create breakpoint
```

# Recursive Methods that Return a Value

- **Recursive Methods that Return a Value**

- Recursion is not limited to **void** methods.
- A recursive method can return a value of any type.

factorial

```
static int factorial(int n){  
    if (n==1)  
        return 1;  
    else  
        return n * factorial(n-1);  
}
```

power

```
static int power(int x, int n){  
    if(n>0)  
        return power(x, n-1)*x;  
    else  
        return 1;  
}
```

# Recursion Versus Iteration

- Generate fibonacci numbers

## Iteration

```
public static int fibonacci(int n){
    int fib2 = 0, fib1=1, fib=0;
    int i;

    if(n==0) {
        return 0;
    }else if (n==1){
        return 1;
    }else{
        for(i =2 ;i <=n; i++){
            fib = fib1+fib2;
            fib2 = fib1;
            fib1 = fib;
        }
    }
    return fib;
}
```

## Recursion

```
public static int fibonacciRecursive(int n){
    if(n == 0)
        return 0;
    else if (n==1 || n==2)
        return 1;
    else
        return fibonacciRecursive(n-1)+fibonacciRecursive(n-2);
}
```

# Practice

# BinarySearch.java

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- **Binary search**

- Binary search is a search algorithm that finds the position of a target value within a sorted array.
- Binary search is faster than linear search except for small arrays.
- The array must be sorted first to be able to apply binary search.

- **Pseudocode for binary search**

```
BINARYSEARCH (A, start, end, x)
  if start <= end
    middle = floor((start+end)/2)
    if A[middle]==x
      return middle

    if A[middle]>x
      return BINARYSEARCH (A, start, middle-1, x)

    if A[middle]<x
      return BINARYSEARCH (A, middle+1, end, x)

  return FALSE // in case, element is not in the array
```

# Practice.java

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- **input.txt**

- Download a file (**input.txt**) on LMS.
- The first 100 lines of the file contain the target numbers to be searched.
- The remaining 100,000 lines correspond to a sequence of integers (whose ranges up to 10,000,000) sorted in ascending order.

- **Main**

- Get 100 target numbers from the file.
- Get a sorted array of 100,000 numbers from the file.
- Find the indices of target numbers in the sequence using binary search.

```
target: 9812270    index: 98051
target: 4458377    index: 44533
target: 9384461    index: 93805
target: 4534765    index: 45293
target: 4683424    index: 46755
target: 2838903    index: 28382
target: 3469845    index: 34759
target: 2298730    index: 23027
target: 7197003    index: 72044
target: 2098784    index: 21106
target: 6287984    index: 62878
target: 8481299    index: 84903
target: 7040290    index: 70457
```

# Time for Practice

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Get it started, and ask TAs if you are in a trouble.