1. Input from a file “input.txt” and display the contents of the file on screen.

import java.io.\*;

class Assignment1\_1

{

public static void main(String[] args)throws Exception

{

FileInputStream fin= new FileInputStream("input.txt");

int i= 0;

while((i=fin.read())!=-1)

{

System.out.print((char)i);

}

fin.close();

}

}

1. Input character by character and display on the screen until ‘q’ is pressed.

import java.io.\*;

class Assignment1\_2

{

public static void main(String[] args)throws Exception

{

InputStreamReader cin= null;

cin= new InputStreamReader(System.in);

char c;

do

{

c= (char)cin.read();

System.out.println(c);

}while(c!='Q' && c!='q');

}

}

1. Input characters from console and write the contents into a file “output.txt”.

import java.io.\*;

class Assignment1\_3

{

public static void main(String[] args)throws Exception

{

InputStreamReader cin= null;

FileOutputStream fout= new FileOutputStream("output.txt");

cin= new InputStreamReader(System.in);

char c;

c=(char)cin.read();

while(c!='\n')

{

fout.write((byte)c);

c=(char)cin.read();

}

}

}

1. Copy contents of a file “input.txt” into a file “output.txt”.

import java.io.\*;

class Assignment1\_4

{

public static void main(String[] args)throws Exception

{

FileInputStream fin= new FileInputStream("input.txt");

FileOutputStream fout= new FileOutputStream("output.txt");

int i= 0;

while((i=fin.read())!=-1)

fout.write((byte)i);

fin.close();

fout.close();

}

}

N.B.: “input.txt” must exist prior to the program execution, else java.io.FileNotFoundException.

“output.txt” shall be newly created or overwritten each time.