Assignment 5 Am.EN.U4CSE17315
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1) Byte Stream Classes :-

Byte streams are defined by using two class hierarchies. At the top two abstract classes: Input stream & output stream. for each of the abstract classes has several constrate sub classes that handles the various devices, such as disk files, memory buffers.

character stream classes:-

Character streams are deffined by using two class-hierarchies, At the top are two abstract classes: Reader and writer. these abstract classes handle unicode character streams.

②
```
import java.io*;
class BRRead{
      Public static void main (String args[])
                              throws IoException.
{ char c;
BufferedReader br = new Buffered
          Reader(new Input stream Reader (System.in));
S.O.P.ln(" Enter characte,'q' to q a 'E).
  do {    c= (char) br.read() ;
          S.O.P (1);
      }
      while(C!='q');
   }
}
```

Here is a sample run;

```
Enter characters 'q' to quit
  1 2 3  a b c q

  1
  2
  3
  a
  b
  c
  q
```

(3)
```
import java.io*
Public class Print writer Demo {
Public static void main (String arg[]){
Printwriter pw = new printer Water
                (System.out. true);

  Pw. Print ln ("this is a string");
     int i = -7;
       Pw . Print ln (i);
         double. d = 4.5e-7;
           pw. Print ln (d);
        }
      }
```

The o/p of the programe is

```
this is a string.
 -7
 4.5E-7
```

```
(i) import java.io.*;
  class showFile
  Public Static void main (String args[])
 {
   int i;
   File Input stream fin;
   if (args.length != 1){
   S.O.P ("usage: show File file nu)
   return;
   }
    try{
     do{
        i= fin.read ();
 if (i!=-1) ~~String~~ System.out.println(cchar)i)
 } while ((i!=-1);
  } catch (Io Exception e){
   System.out.println(" Error Reading file");
  }
  try{
  fin.close();
  }catch (Io Exceptione){
          System.out.println("error closing file");

   }
  }
 }
```
Scanned with CamScanner

⑤ import java.io*;

```
class copy File{

  Public static void main (string args [])
          throws Io Exception{

    int I;
    File Input stream fin = null;
    File output stream fout = null;
    if (args.leng th != 2){
    System.out.P("usage : copy file
                          from to"");

      return;

    try{
      fin = new file Input stream (args [0];
      fout = new File output stream (args [1];
       do{
          i = fin.read();
         if (!i = -1) fout.write(i);
       }
       while (i != -1);
     } catch (Io Exception e) {

       system.out.Println("I/o Error: "+e);
finally {
    try {
        if (fin != null) fin.close();
    }
    catch (IO Exception ex) {
        System.out.println("error closing output file");
    }
  }
 }
}
```

7) A Java applets is a program that is run within a web browser. it is actually a java class that is run within the browser. there is a dance b/w java and the applet Java. provides the code for the applet while the browser starts and stops it. the core life cycle event of an applet as follows:

㊉ init()
㊉ start()
㊉ stop()
㊉ destroy.

```
import . Java .applet Applet;
import . Java . awt. Graphics;
import : Java .awt .colour;

Public class colo red Helloworld Examplc
        Extends Applet {
  Public void pain (Graphics g){
      g. set colour - (colour .black)
      g .draw String ("Hello world ...", 30,180)
  }
}
```

9) Passing parameters to Applets :

Parameters are passed to applats in NAME:- value pairs is <PARAM> tags b/w the opening and closing apprets tag with the get parameters() method of the java.

10) we must first create an are of the screen in which use can type an edit input items we can do this by using the text field class of the applet packages once text fields are created for reciving input we can type then if necessary.

11) import.java.awt.*;
import.java.applet.*;

```
Public class Display image extends Aplc
    Image picture.
    Public void init(){
  Picture = get image (get Document Base()
                                 Sonoo.jpg");
}
      Public void point (Graphics g) {
         g.drawImage (Picture, 30, 30, this);
     }
  }.
```