



## MODUL PRAKTIKUM

# Aplikasi Berbasis Text

Versi 1.3

## Modul Praktikum Text Based Application

### 1. Tujuan

- Mendapatkan input dari command-line
- Mengetahui cara untuk memanipulasi properties dari sistem
- Membaca standart input
- Membaca dan menulis file

### 2. Percobaan

#### Percobaan 1 : Standart Input – Membaca Karakter

```
import java.io.*;

public class StandartInput {

    public StandartInput() {
    }

    public static void main(String args[]) throws IOException {
        System.out.println("Hi, what's your favorite character?");
        char favChar;
        BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
        favChar = (char) br.read();
        System.out.println(favChar + " is a good choice!");
    }
}
```

## Modul Praktikum Text Based Application

### Percobaan 2 : Membaca Keseluruhan String

```
package jeni.textbased.application;
import java.io.*;
public class GreetUser {

    public GreetUser() {
    }
    public static void main(String args[]) throws IOException {
        System.out.println("Hi, what's your name?");
        String name;
        BufferedReader br = new BufferedReader(new
        InputStreamReader(System.in));
        name = br.readLine();
        System.out.println("Nice to meet you, " + name + "! :)");
    }
}
```

## Modul Praktikum Text Based Application

### Percobaan 3 : Membaca File

```
import java.io.*;
public class ReadFile {

    public ReadFile() {
    }
    public static void main(String args[]) throws IOException {
        System.out.println("What is the name of the file to read from?");
        String filename;
        BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
        filename = br.readLine();
        System.out.println("Now reading from " + filename + "...");
        FileInputStream fis = null;
        try {
            fis = new FileInputStream(filename);
        } catch (FileNotFoundException ex) {
            System.out.println("File not found.");
        }
        try {
            char data;
            int temp;
            do {
                temp = fis.read();
                data = (char) temp;
                if (temp != -1) {
                    System.out.print(data);
                }
            } while (temp != -1);
        } catch (IOException ex) {
            System.out.println("Problem in reading from the file.");
        }
    }
}
```

## Modul Praktikum Text Based Application

### Percobaan 4 : Menulis File

```
import java.io.*;
public class WriteFile {

    public WriteFile() {
    }
    public static void main(String args[]) throws IOException {
        System.out.println("What is the name of the file to be written to?");
        String filename;
        BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
        filename = br.readLine();
        System.out.println("Enter data to write to " + filename + "...");
        System.out.println("Type q$ to end.");
        FileOutputStream fos = null;
        try {
            fos = new FileOutputStream(filename);
        } catch (FileNotFoundException ex) {
            System.out.println("File cannot be opened for writing.");
        }
        try {
            boolean done = false;
            int data;
            do {
                data = br.read();
                if ((char)data == 'q') {
                    data = br.read();
                    if ((char)data == '$') {
                        done = true;
                    } else {
                        fos.write('q');
                        fos.write(data);
                    }
                } else {
                    fos.write(data);
                }
            } while (!done);
        } catch (IOException ex) {
            System.out.println("Problem in reading from the file.");
        }
    }
}
```

## Modul Praktikum Text Based Application

### 3. Latihan

#### 3.1 Spasi menjadi Underscore ( \_ )

Buatlah sebuah program yang memuat dua String sebagai argument, sumber dan nama file tujuan. Kemudian, baca file sumber dan tuliskan isi dari file tersebut terhadap file tujuan, seluruh spasi yang ada ( ' ') diubah menjadi underscore ( ' \_ ' ).