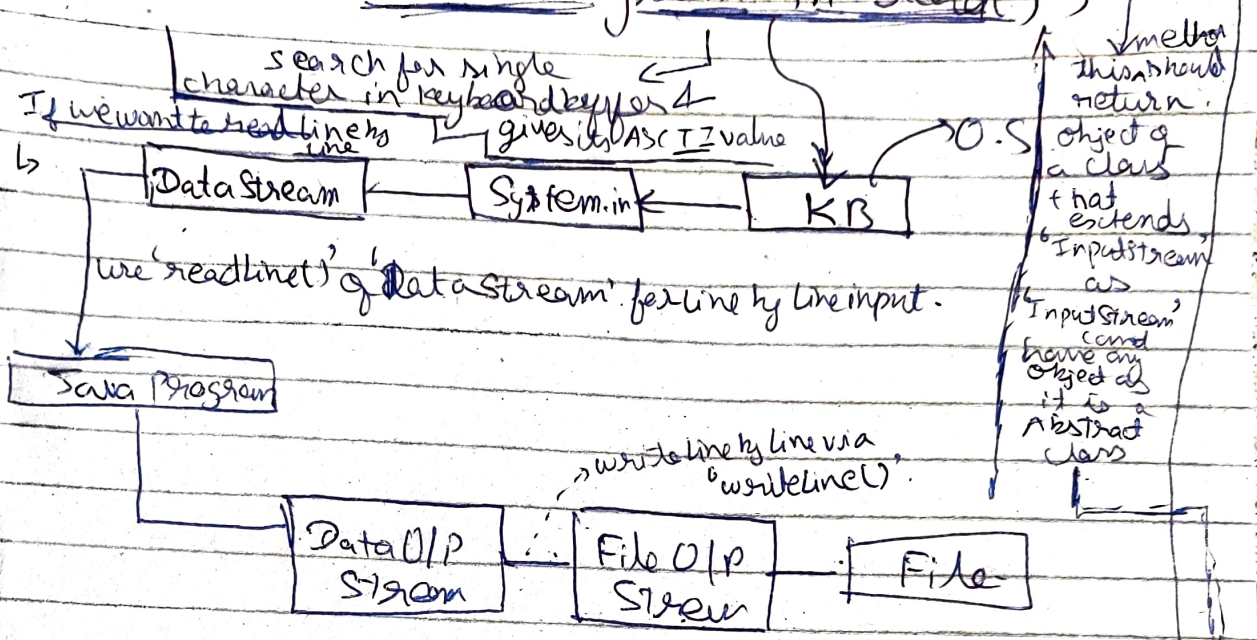
Input in Program

Topmost & Abstract class.

```
final public static InputStream in = get();
int x = System.in.read();
```




```
FileInputStream fin = new FileInputStream("abc.txt");
System.setIn(fin);
int x = System.in.read();
```

overriding ref. of keyboard in 'In' to file.

reading from file not keyboard hence redirected

- Here in this method we ~~create a~~ Proxy class is created which has inherited 'InputStream' & then object of this Proxy class is created & returned in Ref. variable of 'InputStream' which is parent of Proxy class.
- When we create object of Proxy class, the ref. of ~~Pass~~ buffer of keyboard made by O/S is passed in its constructor.
- So, whenever we use "System.in" it will look for data in keyboard buffer.