

STEP 1: Instantiate the main class and import the Scanner package

STEP 2: Instantiate a variable to switch the variable according to the user's preference.

STEP 3: Every Switch statement is enclosed using try catch block to catch Exceptions created using file handling and recording.

STEP 4: Object of the BufferedWriter class is instantiated to read and write the records in the file created and the file is named as records.txt

STEP 5: BufferedReader class is used to read records from the file and BufferedWriter is used to write records into the file

STEP 6: After every method implementation the file is closed using close() method.