



I/O Operations

Agenda

1

Console Operations

2

File Operations

Objectives

At the end of this module, you will be able to:

- Understand Console operations
- Understand File operations

Reading & Printing to Console



Reading Console Input - Stream Wrapping

- The preferred method of reading console input in Java 2 is to use a character stream
- *InputStreamReader* class acts as a bridge between byte and character streams
- Console input is accomplished by reading from `System.in`
- To get a character-based stream, you wrap ***System.in*** in a `BufferedReader` object

Reading Console Input - Stream Wrapping

- The **BufferedReader** class supports a buffered input stream. Its most commonly used constructor is shown as follows:
 - **BufferedReader(Reader *inputReader*)**
- Here *inputReader* is the stream that is linked to the instance of **BufferedReader** that is being created. **Reader** is an abstract class. One of its concrete subclasses is **InputStreamReader**, which converts bytes to characters. To obtain an **InputStreamReader** object that is linked to **System.in**, use the following constructor:
 - **InputStreamReader(InputStream *inputStream*)**

Reading Console Input - Stream Wrapping

Because **System.in** refers to an object of type **InputStream**, it can be used for *InputStream*. Putting it all together, the following line of code creates a **BufferedReader** that is connected to the keyboard, and which in turn enables character input from a byte stream *InputStream* that is *System.in*).

```
BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
```

Reading Characters

```
package m10.io;
import java.io.*;

public class BRRead{

    public static void main (String args[ ]) throws IOException {
        char c;
        BufferedReader br = new BufferedReader(new
            InputStreamReader(System.in));
        System.out.println("Enter Characters, 'q' to quit");
        do {
            c = (char) br.read( );
            System.out.println( c );
        }while (c != 'q');
    }
}
```

**Refer documentation for
BufferedReader and
InputStreamReader**

Reading Characters

- **int read() throws IOException**
- Whenever the **read() method** is called, it reads a character from the input stream and returns an integer value. If the end of the stream is encountered, -1 is returned.

Reading Strings

```
package m10.io;
import java.io.*;

public class BRReadLine{

    public static void main (String args[]) throws IOException {
        String str;
        BufferedReader br = new BufferedReader(new
            InputStreamReader(System.in));
        System.out.println("Enter Characters, 'stop' to quit");
        do {
            str = br.readLine( );
            System.out.println ( str );
        }while (!str.equals( "stop"));
    }
}
```

*The above program reads and displays lines of text until you enter the word “**stop**”.*

Writing Console Output

- **print()** and **println()** are console output methods defined in `PrintStream` class
- **System.out** is a byte stream used to write bytes

Writing & Reading From File



Reading & Writing to File using FileReader & FileWriter

The **File** class is a convenience class for writing character files. The **File** class deals directly with files and the file system. The **File** class does not specify how information is retrieved from, or stored in files, it describes the properties of a file itself. A **File** object is used to obtain or manipulate information associated with a disk file, such as the permissions, time, date and directory path.

```
public int read() throws IOException (Read a single character)
```

```
public int read(char[] cbuf,int off,int len) throws IOException
```

```
public void write(int c) throws IOException (Write a single character)
```

Reading & Writing to File using FileReader & FileWriter

```
package m10.io;
import java.io.*;

public class Copy {

    public static void main(String[] args) throws IOException {

        File inputFile = new File("Source.txt");
        File outputFile = new File("Target.txt");
        FileReader in = new FileReader(inputFile);
        FileWriter out = new FileWriter(outputFile);
        int c;
        while ((c = in.read()) != -1)
            out.write(c);

        in.close();
        out.close();
    }
}
```

**Refer documentation for
FileReader and FileWriter**

Copy image

```
import java.io.*;

class CopyFile{

    public static void main(String args[]) throws IOException{
        int i;
        FileInputStream fin;
        FileOutputStream fout;

        try{
            fin = new FileInputStream(args[0]);
        }
        catch(FileNotFoundException e){
            System.out.println("File Not Found");
            return;
        }
```

Why can't we use FileReader and FileWriter here?

Copy image (Contd.).

```
try{
    fout = new FileOutputStream(args[1]);
}
catch(IOException e){
    System.out.println("Error Opening Output File");
    return;
}
try{
    do {
        i=fin.read();
        if(i!=-1)
            fout.write(i);
    } while (i!=-1);
}
catch (IOException e){
    System.out.println("File Error");
}
fin.close();
fout.close();
}
}
```


Copy image (Contd.).

- To run this program
- `C:\java CopyFile source.bmp dest.bmp`
- It will copy image from source.bmp to dest.bmp





Thank You