Annotation:
1. difference between FileInputStream and FileReader

FileInputStream: is meant for reading streams of raw bytes such as image data. For reading streams of characters, consider using FileReader.

2. why FileReader is always wrapped by BufferedReader()?

Without buffering, each invocation of read() or readLine() could cause bytes to be read from the file, converted into characters, and then returned, which can be very inefficient. The same apply to BufferedWriter() as well.

3. what the difference between flush() and close()?

flush() writes the content of the buffer to the destination and makes the buffer empty for further data to store but it does not closes the stream permanently. That means you can still write some more data to the stream.
But close() closes the stream permanently. If you want to write some data further, then you have to reopen the stream again and append the data with the existing ones.
Usually, it is a good manner to close output stream before exist the program.