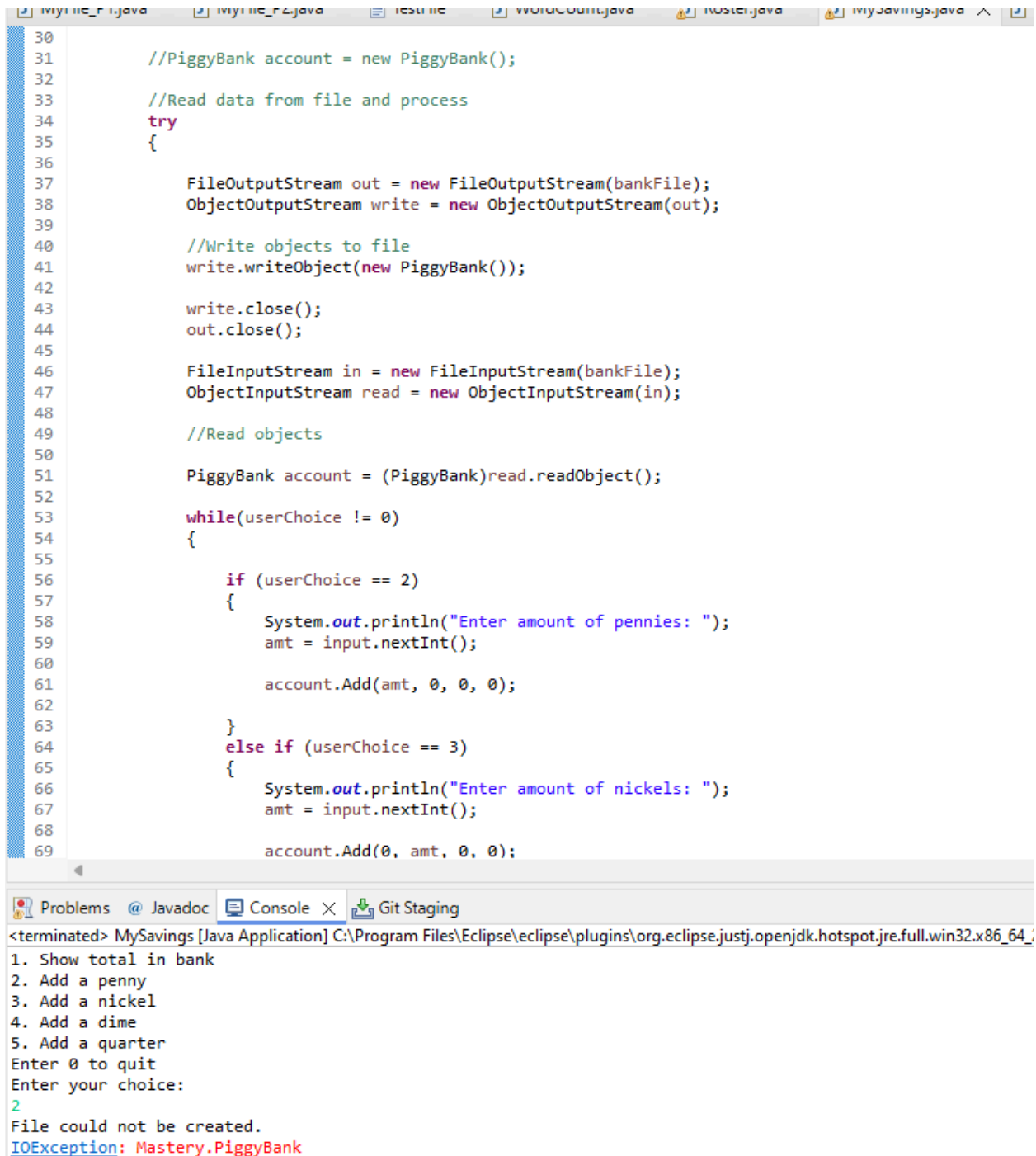


## Assignment: MySavings

Course: CSE2130 - File Structures and Exception Handling

**Error - File couldn't be created.**



```
30
31     //PiggyBank account = new PiggyBank();
32
33     //Read data from file and process
34     try
35     {
36
37         FileOutputStream out = new FileOutputStream(bankFile);
38         ObjectOutputStream write = new ObjectOutputStream(out);
39
40         //Write objects to file
41         write.writeObject(new PiggyBank());
42
43         write.close();
44         out.close();
45
46         FileInputStream in = new FileInputStream(bankFile);
47         ObjectInputStream read = new ObjectInputStream(in);
48
49         //Read objects
50
51         PiggyBank account = (PiggyBank)read.readObject();
52
53         while(userChoice != 0)
54         {
55
56             if (userChoice == 2)
57             {
58                 System.out.println("Enter amount of pennies: ");
59                 amt = input.nextInt();
60
61                 account.Add(amt, 0, 0, 0);
62
63             }
64             else if (userChoice == 3)
65             {
66                 System.out.println("Enter amount of nickels: ");
67                 amt = input.nextInt();
68
69                 account.Add(0, amt, 0, 0);
70
71             }
72         }
73     }
74     catch (IOException e)
75     {
76         e.printStackTrace();
77     }
78 }
```

Problems @ Javadoc Console X Git Staging

<terminated> MySavings [Java Application] C:\Program Files\Eclipse\eclipse\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86\_64...

1. Show total in bank  
2. Add a penny  
3. Add a nickel  
4. Add a dime  
5. Add a quarter  
Enter 0 to quit  
Enter your choice:  
2  
File could not be created.  
**IOException: Mastery.PiggyBank**

**Solution** - Separated where the user interacts with the PiggyBank object and where the object/file output/input stream is by using methods.

```

//Save and load to file methods for PiggyBank object

// Method to save object to file with output stream
private static void save(PiggyBank account)
{
    try (ObjectOutputStream writeAcc = new ObjectOutputStream(new FileOutputStream(bankFile)))
    {
        writeAcc.writeObject(account);
        System.out.println("PiggyBank saved successfully");
    }
    catch (IOException e)
    {
        System.out.println("File could not be created. Error saving PiggyBank");
        System.err.println("IOException: " + e.getMessage());
    }
}

// Method to load object from a file with input stream
private static PiggyBank load()
{
    try (ObjectInputStream readAcc = new ObjectInputStream(new FileInputStream(bankFile)))
    {
        return (PiggyBank)readAcc.readObject();
    }
    catch (IOException | ClassNotFoundException e)
    {
        // If the file doesn't exist, return new PiggyBank object
        System.out.println("No saved PiggyBank. Loading a new one.");
        return new PiggyBank();
    }
}
}

```

**Error** - toString wouldn't print.

**Solution** - Had to add a System.out.print();

```
46 {
47     System.out.println("Enter your choice: ");
48     userChoice = input.nextInt();
49
50     if(userChoice == 1)
51     {
52
53         account.toString();
54         account.toString();
55
56         System.out.println(account.toString());
57     }
58
59     else if (userChoice == 2)
60     {
61         System.out.println("Enter amount of pennies: ");
62         amt = input.nextInt();
63
64         account.Add(amt, 0, 0, 0);
65
66     }
67
68     else if (userChoice == 3)
69     {
70         System.out.println("Enter amount of nickels: ");
71         amt = input.nextInt();
72
73         account.Add(0, amt, 0, 0);
74
75     }
76
77     else if (userChoice == 4)
78     {
79         System.out.println("Enter amount of dimes: ");
80     }
```

The screenshot shows a Java IDE with several files open. The active file is `MySavings.java`. The code is a loop that prompts the user for a choice and then performs different actions based on that choice. Red annotations highlight a specific part of the code. A red circle around lines 53 and 54 is labeled "Error". A red circle around line 56 is labeled "Solution".

**Error** - PiggyBank object wouldn't load from the file.

**Solution** - Had to use the load method instead of creating a new PiggyBank each time the code ran.

- Error is the comment, solution isn't

```
public static void main(String[] args)
{
    int userChoice = 0, amt;
    Scanner input = new Scanner(System.in);

    //PiggyBank account1 = new PiggyBank();

    PiggyBank account = Load();
```

```
// Method to load object from a file with input stream
private static PiggyBank load()
{
    try (ObjectInputStream readAcc = new ObjectInputStream(new FileInputStream(bankFile)))
    {
        return (PiggyBank)readAcc.readObject();
    }
    catch (IOException | ClassNotFoundException e)
    {
        // If the file doesn't exist, return new PiggyBank object
        System.out.println("No saved PiggyBank. Loading a new one.");
        return new PiggyBank();
    }
}
```