

Problem 1:

Using the `BufferedReader` class, read and buffer the text from the console. The text will be stored later in a text file. If the line is empty (the user just presses Enter) the program should be finished, after the text is stored. To store the text, the program should create the directory "data" (if it is not existing already), and store it in the file "log0.txt". If the file "log0.txt" already exists, this file should be copied onto the file "log1.txt" and then removed, at the start of the program. Similarly, "log1.txt" should be copied onto "log2.txt", and so on, thus "log0.txt" holds always the newest log. The last file should be "log5.txt" and its content is always removed. Provide appropriate exceptions to handle the situations, when one of the log files is opened by another application, and cannot be removed, or you do not have an access to that file.