**Chapter 8 Concept Quiz**

Examine whether each of the following statements is true or false. If a statement is false, please explain why.

1. When a Java I/O stream completes its use, it closes automatically.

2. In Java, byte stream, character streams, buffered streams and object streams are all its I/O streams.

3. java.io.FileReader and java.io.FileWriter can handle any type of files.

4. java.io.BufferedReader and java.io.BufferedWriter can remove I/O overhead operations.

5. java.util.Scanner can only take System.in and Files.

6. After FileOutputStream object is created from a file, you can directly write structured contents to the object.

7. Collecting input from websites on the Internet needs import java.net package instead of java.io package.

8. After a URL object is created from a URL address containing text-based content, you can directly read the text-based content from the object.

9. To download and save an image from a URL in Java, you typically connect to the URL, use ImageIO.read() to create a BufferedImage object to hold the image, and then use ImageIO.write() to save the image to a file.

10. Java ArrayList’s stream() method returns a Java InputStream object

**Answers to the Quiz**

1. False. A Java I/O stream does not close automatically; it must be closed manually using the .close() method to release the resources it holds.

2. True.

3. False. java.io.FileReader and java.io.FileWriter work with text file containing character data (i.e., human-readable content). For binary files (e.g., images, audio files, etc.), use java.io.FileInputStream and java.io.FileOutputStream.

4. True.

5. False. It can also take in Strings and any object that implements the Readable interface such as BufferedReader object.

6. False. You first need to create a DataOutputStream object from the existing FileOutputStream object and then write the structured contents to the DataOutputSteam object.

7. True.

8. False. You first need to call URL object’s openStream() to open the connection and then use an input stream (like BufferedReader with InputStreamReader) to read the text-based content.

9. True.

10. False. It returns a Stream<T> object, not an InputStream. The Stream<T> interface is used for functional operations on collections like filtering, etc.