

Software 1 with Java

Java I/O

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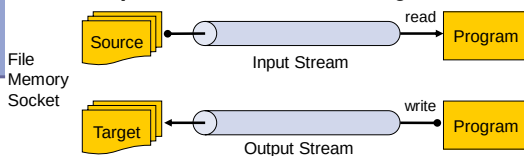
The java.io package

- The java.io package provides:
 - Classes for reading input
 - Classes for writing output
 - Classes for manipulating files
 - Classes for serializing objects

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Streams

- A **stream** is a sequential flow of data
- Streams are one-way streets.
 - **Input streams** are for reading
 - **Output streams** are for writing



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Streams

- Usage Flow:
 - open a stream**
 - while more information**
 - Read/write information**
 - close the stream**
- All streams are automatically opened when created.

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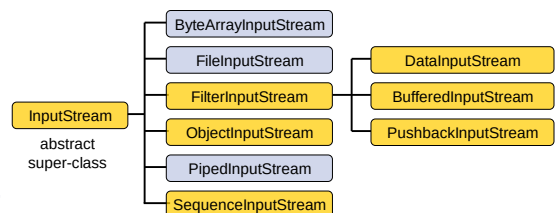
Streams

- There are two types of streams:
 - **Byte streams** for reading/writing raw bytes
 - **Character streams** for reading/writing text
- Class Name Suffix Convention:

	Byte	Character
Input	InputStream	Reader
Output	OutputStream	Writer

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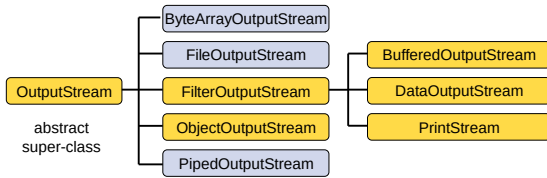
InputStreams



- - read from data sinks
- - perform some processing

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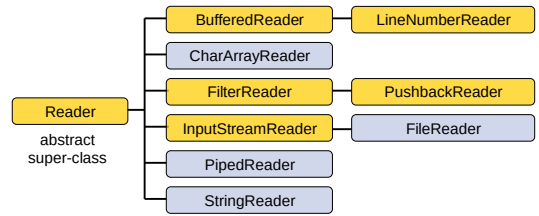
OutputStreams



- - write to data sinks
- - perform some processing

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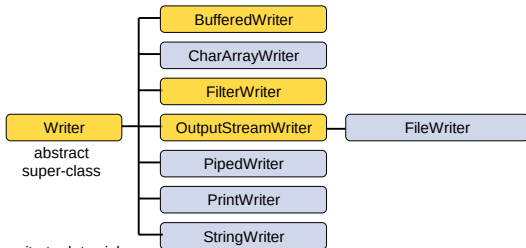
Readers



- - read from data sinks
- - perform some processing

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Writers



- - write to data sinks
- - perform some processing

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Terminal I/O

- The `System` class provides references to the standard input, output and error streams:

```

InputStream stdin = System.in;
PrintStream stdout = System.out;
PrintStream stderr = System.err;
    
```

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InputStream Example

- Reading a single byte from the standard input stream:

```

try {
    int value = System.in.read();
    ...
} catch (IOException e) {
    ...
}
    
```

an int with a byte information

is thrown in case of an error

returns -1 if a normal end of stream has been reached

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InputStream Example

- Another implementation:

```

try {
    int value = System.in.read();
    if (value != -1) {
        byte bValue = (byte) value;
    }
    ...
} catch (IOException e) { ... }
    
```

end-of-stream condition

casting

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Character Stream Example

```
public static void main(String[] args) {
    try {
        FileReader in = new FileReader("in.txt");
        FileWriter out = new FileWriter("out.txt");

        int c;
        while ((c = in.read()) != -1) {
            out.write(c);
        }

        in.close();
        out.close();

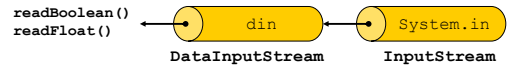
    } catch (IOException e) {
        // Do something
    }
}
```

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Stream Wrappers

- Some streams wrap others streams and add new features.
- A wrapper stream accepts another stream in its constructor:

```
DataInputStream din =
    new DataInputStream(System.in);
double d = din.readDouble();
```



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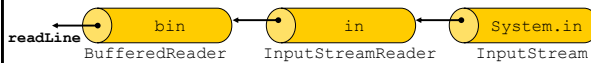
Stream Wrappers (cont.)

- Reading a text string from the standard input:

```
try {
    InputStreamReader in =
        new InputStreamReader(System.in);

    BufferedReader bin = new BufferedReader(in);

    String text = bin.readLine();
    ...
} catch (IOException e) {...}
```



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The File Class

- A utility class for file or directory properties (name, path, permissions, etc.)
- Performs basic file system operations:
 - removes a file: `delete()`
 - creates a new directory: `mkdir()`
 - checks if the file is writable: `canWrite()`
 - creates a new file: `createNewFile()`
- No direct access to file data
- Use file streams for reading and writing

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The File Class Constructors

- Using a full pathname:


```
File f = new File("/doc/foo.txt");
File dir = new File("/doc/tmp");
```
- Using a pathname relative to the current directory defined in `user.dir`:


```
File f = new File("foo.txt");
```

Note: Use `System.getProperty("user.dir")` to get the value of `user.dir` (Usually the default is the current directory of the interpreter. In Eclipse it is the project's directory)

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The File Class Constructors (cont)

- File `f = new File("/doc", "foo.txt");`

↑
directory
pathname

↑
file
name
- File `dir = new File("/doc");`
File `f = new File(dir, "foo.txt");`
- A `File` object can be created for a non-existing file or directory
 - Use `exists()` to check if the file/dir exists

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The File Class

Pathnames

- Pathnames are system-dependent
 - `"/doc/foo.txt"` (UNIX format)
 - `"D:\doc\foo.txt"` (Windows format)
- On Windows platform Java expects path names either with `'/'` or `'\'`
- The system file separator is defined in:
 - `File.separator`
 - `File.separatorChar`

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The File Class

Directory Listing

- Printing all files and directories under a given directory:

```
public static void main(String[] args) {
    File file = new File(args[0]);

    String[] files = file.list();
    for (int i=0 ; i< files.length ; i++) {
        System.out.println(files[i]);
    }
}
```

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The File Class

Directory Listing (cont.)

- Printing all files and directories under a given directory with `".txt"` suffix:

```
public static void main(String[] args) {
    File file = new File(args[0]);
    FilenameFilter filter = new
        SuffixFileFilter(".txt");

    String[] files = file.list(filter);
    for (int i=0 ; i<files.length ; i++) {
        System.out.println(files[i]);
    }
}
```

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The File Class

Directory Listing (cont.)

```
public class SuffixFileFilter
    implements FilenameFilter {

    private String suffix;

    public SuffixFileFilter(String suffix) {
        this.suffix = suffix;
    }

    public boolean accept(File dir, String name) {
        return name.endsWith(suffix);
    }
}
```

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The Scanner Class

- Breaks its input into tokens using a delimiter pattern (matches whitespace by default)
- The resulting tokens may then be converted into values

```
try {
    Scanner s = new Scanner(System.in);
    int anInt = s.nextInt();
    float aFloat = s.nextFloat();
    String aString = s.next();
    String aLine = s.nextLine();

    } catch (IOException e) {
        // Do something
    }
}
```

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The Scanner Class

- Works with any type of textual input
- We can change the delimiter and other options
- Another example:

```
String input = "1 fish 2 fish red fish blue fish";
Scanner s = new Scanner(input).useDelimiter("\\s*f\\s*f\\s*f\\s*f");
System.out.println(s.nextInt());
System.out.println(s.nextInt());
System.out.println(s.next());
System.out.println(s.next());
s.close();
```

↑
Regular
expression

→
1
2
red
blue

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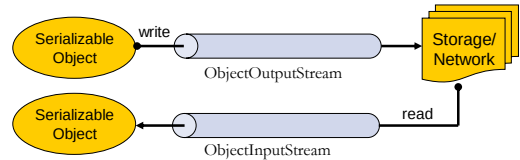
Object Serialization

- A mechanism that enable objects to be:
 - saved and restored from byte streams
 - persistent (outlive the current process)
- Useful for:
 - persistent storage
 - sending an object to a remote computer

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The Default Mechanism

- The default mechanism includes:
 - The Serializable interface
 - The ObjectOutputStream
 - The ObjectInputStream



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The Serializable Interface

- Objects to be serialized must implement the `java.io.Serializable` interface
- An empty interface
- Most objects are Serializable:
 - Primitives, Strings, GUI components etc.
- Subclasses of Serializable classes are also Serializable

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Recursive Serialization

- Can we serialize a Foo object?

```
public class Foo implements Serializable {
    private Bar bar;
    ...
}
```

```
graph LR
    subgraph FooBox [Foo]
        direction TB
        FooLabel[Foo]
        BarBar[Bar bar]
    end
    BarBar --> BarBox[Bar]
    BarBox --> Dots[...]
```

```
public class Bar {...}
```

- No, since Bar is not Serializable
- Solution:
 - Implement Bar as Serializable
 - Mark the bar field of Foo as transient

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Writing Objects

- Writing a `HashMap` object (`map`) to a file*:

```
try {
    FileOutputStream fileOut =
        new FileOutputStream("map.s");

    ObjectOutputStream out =
        new ObjectOutputStream(fileOut);

    out.writeObject(map);
} catch (Exception e) {...}
```

* HashMap is Serializable

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Reading Objects

```
try {
    FileInputStream fileIn =
        new FileInputStream("map.s");

    ObjectInputStream in =
        new ObjectInputStream(fileIn);

    Map h = (Map)in.readObject();
} catch (Exception e) {...}
```

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