

# Software 1

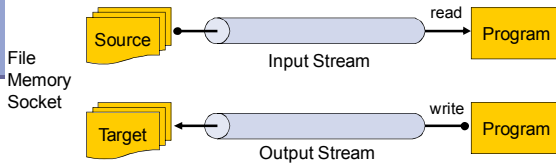
תרגול 9  
Java I/O

## 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

## Streams

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



## Streams

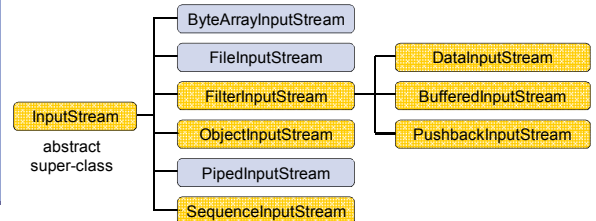
- Usage Flow:
  - open a stream
  - while more information
  - Read/write information
  - close the stream
- All streams are automatically opened when created.

## Streams

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

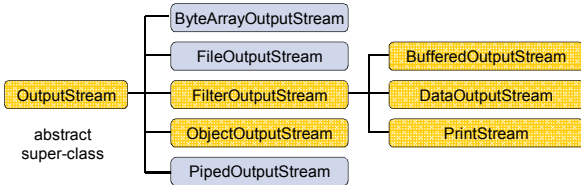
	Byte	Character
Input	InputStream	Reader
Output	OutputStream	Writer

## InputStreams



- - read from data sinks
- - perform some processing

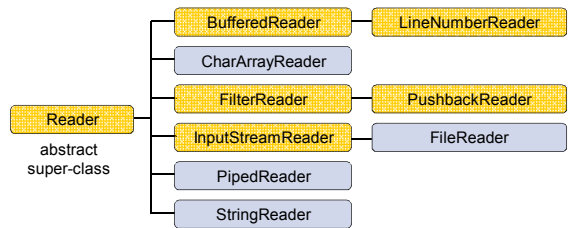
## OutputStreams



- - write to data sinks
- - perform some processing

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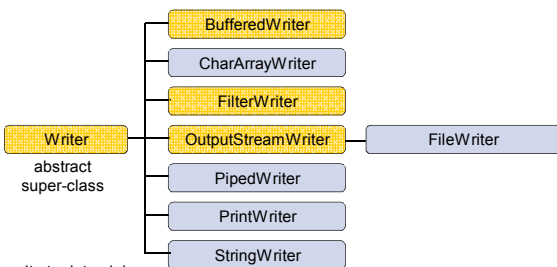
## Readers



- - 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);
        }

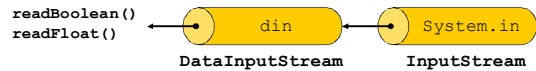
        in.close();
        out.close();
    } catch (IOException e) {
        // Do something
    }
}
```

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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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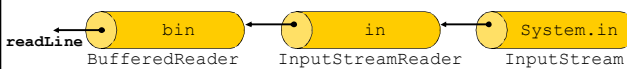
## Stream Wrappers (cont.)

- 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) {...}
```



## 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 accepts 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*");
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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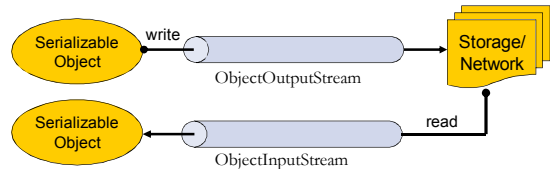
## Object Serialization

- A mechanism that enables 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

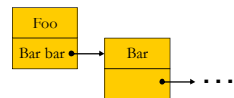
- Objects to be serialized must implement the `java.io.Serializable` interface
- An empty interface
- Most objects are Serializable:
  - Primitives, Strings, GUI components etc.
- Subclasses of Serializable classes are also Serializable

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## Recursive Serialization

- Can we serialize a Foo object?

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



- ```
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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## Instance vs. Class (static) Fields

### Instance fields

- למה?
- ייצוג פנימי של המופע

### Class (static) fields

- למה?
- קבועים
- ערכים המשותפים לכל מופעי המחלקה

- מתי?
- מאותחלים עם יצירת האובייקט

- מתי?
- מאותחלים לפי הסדר עם טעינת המחלקה

- כמה?
- אחד לכל מופע

- כמה?
- יש רק 1 בכל התוכנית! (0 לפני טעינת המחלקה)

- מאיפה?
- נגישים אך ורק ממתודות מופע! (למה?)

- מאיפה?
- נגישים ממתודות סטטיות ומתודות מופע

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## דוגמא

```
public class BankAccount {
    public static final String BANK_NAME = "BNP"; //static constant
    private static int LastAccountId = 0; //static field
    private int id;

    public BankAccount() {
        id = ++LastAccountId; // unique ID for every account
    }

    /* static method */
    public static void main(String[] args) {
        System.out.println(LastAccountId);
        System.out.println(id);
        BankAccount account = new BankAccount();
        System.out.println(account.id);
    }

    /* instance method */
    public void printStuff() {
        System.out.println(LastAccountId);
        System.out.println(id);
    }
}
```

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