

Files

C4

Java File IO

Streams

Standard IO

Random access files

Buffering

File IO as Streams

A **stream** is a standard abstraction used for files:

- A sequence of values are read.

- A sequence of values are written.

The stream reflects the sequential nature of file IO and the physical characteristics of the media on which files traditionally reside (e.g. tape or a spinning disk).





Java File I/O: Byte Streams

The classes `FileInputStream` and `FileOutputStream` allow you to read and write streams of bytes to and from files.

- Open the stream
- Read or write from the stream (in **bytes**)
- Wrap operations in a **try** clause
- Use **finally** to close the streams

ints are used, even though **bytes** are transferred(!)

Java File I/O: Character Streams

When reading and writing characters, you should use the classes `FileReader` and `FileWriter`, which allow you to read and write streams of characters to and from files.

`ints` are used, even though `chars` are transferred.

File I/O: Buffering

Reading data one byte at a time is costly. Buffering is used to absorb some of that overhead.

Disk: ~10ms RAM: ~100ns Register: ~1ns

In Java the `BufferedReader` and `BufferedWriter` classes can be used to buffer data read or written with `FileReader` and `FileWriter`.

To be sure that a buffer is flushed, call `flush()` or close the file.

Java Command Line IO

Three standard IO streams (auto defined objects):

- Standard input `System.in`
- Standard output `System.out`
- Standard error `System.err`

```
byte b = (byte) System.in.read();  
System.out.write(b);  
System.out.flush();  
System.err.write(b);
```


“New” I/O (`java.nio.file`)

Java NIO offers simpler, event-driven interface

- Path — replaces `java.io.File`
- `FileSystem` — factory class that for objects in the filesystem
- `WatchService` — utility class to detect file system changes through event notification
- `Files` — create, rename, copy, modify attributes and delete files