

# Files

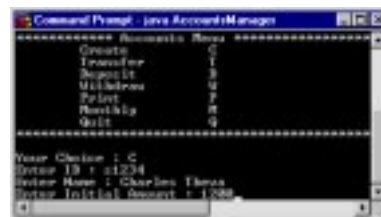
- Text and Binary Files
- Reading and Writing to files
- Extending the Accounts manager Program

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# Files

- In the AccountsManager program we have just finished we had to input all the record details through the keyboard. We need to do this every time we start the program!
- Surely there must be a better way ?
- Write all the information to a file so that it can be read back.
- A sequence of data elements residing in secondary storage (usually disk), is called a *file*.



```
Account
1234Tom Cruise1200.0
SAccount
1111Mike Cheng800.0
800.0
SAccount
1111Peter Smith800.0
800.0
```

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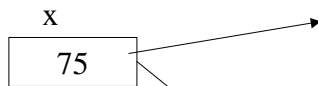
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# Binary and Text Files

Unicode 7

Unicode 5

00000000 00110111 00000000 00110101



Text file

00000000 00000000 00000000 01001011

Binary file

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# Random Access Files

**If each record is 100 bytes how many bytes should I skip to read 4th record ?**

**To read nth record ?**

**Use the seek() method of RandonAccessFile specifying the offset.**

**Why is it useful ?**



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## Reading a Text File - displaying it on the screen

```
import java.io.*;
public class FileToScreen {
    public static void main(String[] args)
        throws IOException {

        // create buffered file stream
        BufferedReader bufr = new BufferedReader
            (new FileReader ("source.txt"));
        String inputLine;


        inputLine = bufr.readLine();

        while (inputLine != null) { // more input
            System.out.println(inputLine);
            inputLine = bufr.readLine();
        }
    } // main
}
source.txt
```

Dickery Dickery Dock. The  
mouse ran up the clock.  
The clock struck one and  
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File name

FileReader instead of  
InputStreamReader



## Copying One File to Another

```
import java.io.*;
public class FileToFile2 {
    public static void main(String[] args)
        throws IOException {

        // create buffered file stream
        BufferedReader bufr = new BufferedReader
            (new FileReader ("source.txt"));
        // create new buffered output writer

        PrintWriter pw = new PrintWriter (new
            BufferedWriter(new FileWriter ("dest.txt")));

        String inputLine;

        inputLine = bufr.readLine();
        while (inputLine != null) { // still more input
            pw.println(inputLine);
            inputLine = bufr.readLine();
        }
        pw.close(); // flushes buffers & frees resources
    } // main
}
```

Create a FileWriter object  
chain it to BufferedWriter  
and then to PrintWriter.

Using println() of PrintWriter.

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## Numbers and other types of data in text files

```
// writes numbers, booleans to a file as text
import java.io.*;
public class BinaryToTextFile {
    public static void main(String[] args)
        throws IOException {

        // create new buffered output writer
        PrintWriter pw = new PrintWriter(new
            BufferedWriter(new FileWriter ("dest.txt")));

        boolean flag = true;
        int anInt = 17;
        double aDouble = 123.45;

        pw.println(flag);
        pw.println(anInt);
        pw.println(aDouble);

        pw.close();
    } // main
}
```

Overloaded println()  
method

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## Writing a records with multiple fields

```
import java.io.*;
public class WriteStudentsInfo{
    public static void main(String[] args)
        throws IOException {
        String name, address, fileName;
        int age;
        System.out.println("Enter the name of the file : ");
        ConsoleReader console = new ConsoleReader(System.in);
        fileName = console.readLine();
        PrintWriter pw = new PrintWriter(new BufferedWriter
            (new FileWriter(fileName)));

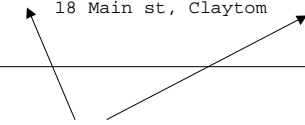
        do {
            System.out.println("Enter name : ");    name = console.readLine();
            System.out.println("Enter address: ");    address = console.readLine();
            System.out.println("Enter age : ");        age = console.readInt();
            pw.println(""+name+"\t"+address+"\t"+age);
            System.out.println("Continue Y/N ?");
        } while ( console.readLine().charAt(0) == 'Y');
        pw.close();
    }
}
```

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## Format of the output file and Reading the values back

```
Mark Gossage      12 Betulaav, Mill Park    18
John Cooper      18 Main st, Claytom      12
...
```



**tabs**

To reading these fields back we use a `StringTokenizer` class, whose constructor takes a `String` and a delimiter (“\t”)

```
StringTokenizer inReader =
    new StringTokenizer(line, "\t");
```

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```
import java.io.*; import java.util.*;
public class ReadStudentsInfo
{ public static void main(String[] args)
  throws IOException {
    String line; String name; String address; String fileName; int age;
    System.out.println("Name of file to read from : ");
    ConsoleReader console = new ConsoleReader(System.in);
    fileName = console.readLine();
    BufferedReader br = new BufferedReader(new FileReader(fileName));
    System.out.println("name \t address \t age");
    while ( (line = br.readLine()) != null) {
        StringTokenizer inReader = new StringTokenizer(line, "\t");
        if (inReader.countTokens() != 3)
            throw new IOException("Invalid Input Format");
        else {
            name = inReader.nextToken();
            address = inReader.nextToken();
            age = Integer.parseInt(inReader.nextToken());
        }
        System.out.println(name + "\t" + address + "\t" + age);
    }
    br.close();
}
}
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```

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## Extending the Accounts Manager Program

- As different type of accounts will be saved in the same file, we will write the *class* name to the file, so that the objects can be recreated correctly when read back.
- To promote *code reuse* and *easy maintenance* we will create two methods in the **Account** superclass, **writeAttributes()** and **readAttributes()** to write and read the *instance variables*.
- These methods will be overridden in the *subclasses* to write and read any *additional instance variables*.
- A typical format of a file storing the account objects is given below.

accounts.dat

```
Account
1234Tom Cruise1200.0
SAccount
1111Mike Cheng800.0
800.0
SAccount
1111Peter Smith800.0
800.0
```

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## What are the changes ?

- AccountsManager class has a method **manageWritings()** to write all the objects referenced by the array
- This method will call **writeObject()** on all the account objects referenced by the array.
- The method **writeObject()** writes the class name and then calls the **writeAttributes()** to write the instance variables.
- The AccountsManager *constructor* is modified to read the *class* name from the file, construct the corresponding object using a *default constructor* and then call the **readAttributes()** to read the values.
- Once created their references are added to the array of Account references.

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