

FILE I/O IN JAVA

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Our Simple Java Programs So Far

- Aside from screen I/O...
 - ...when they are done, they are gone
- They have no lasting effect on the world
 - When the program leaves the JVM, it is gone

Our Simple Java Programs So Far

- Aside from screen I/O...
 - ...when they are done, they are gone
- They have no lasting effect on the world
 - When the program leaves the JVM, it is gone
- Not ideal for several reasons... precludes
 - Checkpointing long-running computations
 - Saving results/state for later use
 - Communication between programs

How To Communicate With the World?

- Via “I/O” (short for “In/Out”)
- I/O is always about communication
 - You are writing (reading) data for someone else to use
- Most I/O is file-oriented
 - This will be our focus
- But not all
 - Ex: try to use same interface for inter-process communication via pipes

Two Kinds Of I/O In Java

- And in most PLs as well
 - Raw binary I/O
 - Character I/O

Raw Binary I/O

- Binary I/O is useful when you want to communicate data...
 - To a computer program
 - When you know no human will ever look at the data
- Might want to communicate with yourself (save state)
 - Or with another program
 - The “other” program could be running at some time in the future
 - Or at the same time (might be writing a parallel/distributed program)
- Though this latter case is outside the scope of the class!
- Advantage compared to character I/O
 - Data is much more compressed

Raw Binary I/O

- Classes for raw binary I/O are descended from
 - “InputStream”
 - “OutputStream”
- If doing file I/O, use
 - “FileInputStream”
 - “FileOutputStream”

Example (stolen from Oracle website)

```
import java.io.FileInputStream;
import java.io.FileOutputStream;
import java.io.IOException;

public class CopyBytes {
    public static void main(String[] args) throws IOException {
        FileInputStream in = null;
        FileOutputStream out = null;
        try {
            in = new FileInputStream("origin.txt");
            out = new FileOutputStream("output.txt");
            int c; // note: c is just a container for the bits!

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

        } finally {
            if (in != null) {
                in.close();
            }
            if (out != null) {
                out.close();
            }
        }
    }
}
```


Serialization/Deserialization

- Often you're gonna have an object you want to save to a file
 - Or that you want to send to another program
- Assuming you don't care about it being human readable
 - You want to write it in binary to a file
- How to do this?
- Could write a method to encode it as an array of ints
 - Then use a variant of the code from the last slide to write/read it
- Conveniently, all standard classes do this for you!
 - Almost trivial to use

Consider the Following, Silly Class

```
import java.io.FileInputStream;public class TestClass implements java.io.Serializable {
    private String name;
    private ArrayList <TestClass> children;

    public TestClass (String nameToUse) {
        name = nameToUse;
    }

    public TestClass (int level) {
        children = new ArrayList <TestClass> ();
        if (level == 0) {
            children.add (new TestClass (new String ("joe")));
            children.add (new TestClass (new String ("sam")));
            children.add (new TestClass (new String ("sarah")));
            children.add (new TestClass (new String ("alex")));
        } else {
            children.add (new TestClass (level - 1));
            children.add (new TestClass (level - 1));
        }
    }

    public void print () {
        if (name != null) {
            System.out.format ("%s", name);
        } else {
            for (TestClass i : children) {
                System.out.format ("<");
                i.print ();
                System.out.format (">");
            }
        }
    }
}
```

Here's An Example of What It Does

```
public void testX() {  
  
    TestClass temp = new TestClass (3);  
    temp.print ();  
}
```

- Output is:

```
<<<<joe><sam><sarah><alex>><<joe><sam><sarah><alex>>><<<joe><sam><sarah><alex>><<joe><sam>  
<sarah><alex>>>><<<joe><sam><sarah><alex>><<joe><sam><sarah><alex>>><<<joe><sam><sarah><a  
lex>><<joe><sam><sarah><alex>>>>
```

Very Easy To Save An Instance For Posterity

```
public void testY () {  
    TestClass temp = new TestClass (3);  
    try {  
        FileOutputStream fileOut = new FileOutputStream ("output");  
        ObjectOutputStream out = new ObjectOutputStream (fileOut);  
        out.writeObject (temp);  
        out.close ();  
        fileOut.close ();  
    } catch(IOException i) {  
        i.printStackTrace ();  
    }  
}
```

And Just As Easy To Recover It

```
public void testZ () {
    TestClass temp = null;
    try {
        FileInputStream fileIn = new FileInputStream ("output");
        ObjectInputStream in = new ObjectInputStream (fileIn);
        temp = (TestClass) in.readObject();
        in.close();
        fileIn.close();
    } catch (IOException i) {
        i.printStackTrace();
        return;
    } catch (ClassNotFoundException c){
        System.out.println ("didn't find the TestClass class as expected");
        c.printStackTrace ();
        return;
    }
    temp.print ();
}
```

- Output is the same as “testX”:

```
<<<<joe><sam><sarah><alex>><<joe><sam><sarah><alex>>><<joe><sam><sarah><alex>><<joe><sam>
<sarah><alex>>><<<joe><sam><sarah><alex>><<joe><sam><sarah><alex>>><<joe><sam><sarah><a
lex>><<joe><sam><sarah><alex>>>>
```

Ser./Deser.: the Finer Points

- To get this to work
 - just need to implement “java.io.Serializable” interface
 - Java does the rest
- In the (somewhat) rare case...
 - ...where just writing the object contents won't suffice
 - Example: you want to store some other program state with an object
 - Or you don't want to store *all* of the object's contents due to space
 - You can over-ride “writeObject” and “readObject”
- Be aware: only somewhat robust accross different object versions
 - Can't serialize an object...
 - Then add a data field and re-compile
 - Then deserialize using the new version of the code

Character I/O (example stolen from Oracle)

```
import java.io.FileReader;
import java.io.FileWriter;
import java.io.BufferedReader;
import java.io.PrintWriter;
import java.io.IOException;

public class CopyLines {
    public static void main(String[] args) throws IOException {
        BufferedReader inputStream = null;
        PrintWriter outputStream = null;

        try {
            inputStream =
                new BufferedReader(new FileReader("input.txt"));
            outputStream =
                new PrintWriter(new FileWriter("output.txt"));
            String l;
            while ((l = inputStream.readLine()) != null)
                outputStream.println(l);
        } finally {
            if (inputStream != null) {
                inputStream.close();
            }
            if (outputStream != null) {
                outputStream.close();
            }
        }
    }
}
```

The Character I/O Wrappers

- Notice we wrap “FileReader” in “BufferedReader”
- And we wrap “FileWriter” in “PrintWriter”
- Why?
 - “FileReader” and “FileWriter” provide low-level character I/O
 - While the other two give much higher-level interfaces

In General

- Are a very complex web of I/O classes in Java
 - This lecture gives enough to get started
 - You can spend a long time understanding them all

Questions?