Reading/Writing Files, Webpages

CS2110, Recitation 10

Reading files/ webpages

I/O classes are in package java.io.
To import the classes so you can use them, use

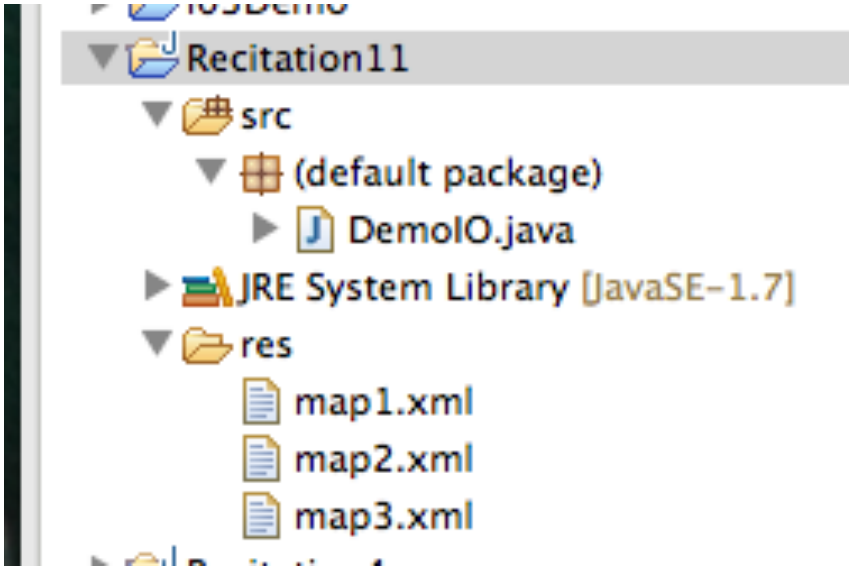
```
import java.io.*;
```

Class File

An object of class File contains the path name to a file or directory. Class File has lots of methods, e.g.

f.exists() f.canRead() f.canWrite()
f.delete() f.createNewFile()
f.length() … (lots more) …

File f= **new** File("res/map1.xml");



File path is relative to the package in which the class resides.

Can also use an absolute path. To find out what absolute path's look like on your computer, use

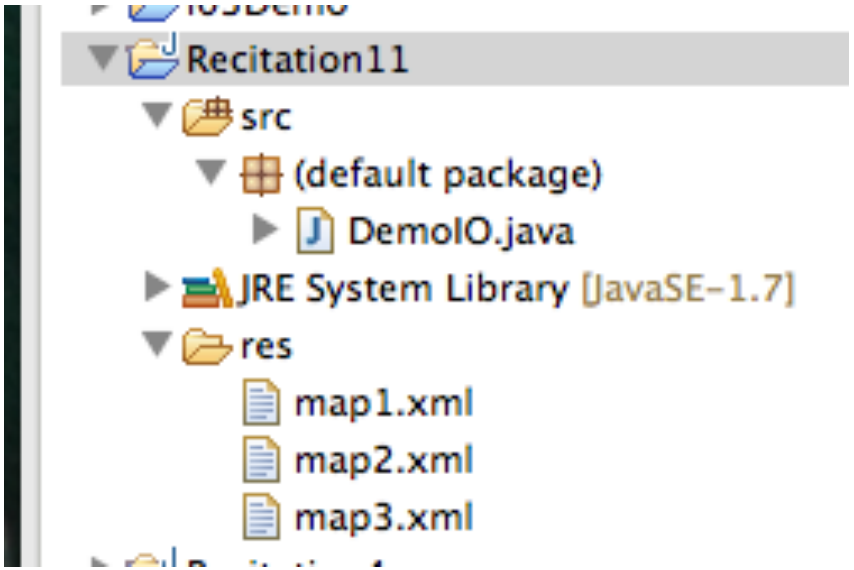
f.getAbsolutePath();

Class File

f.isdirectory()	f.listFiles()	f.list()	f.mkdir()

Suppose f contains a File that describes a directory.
Store in b a File[] that contains a File element for each file or directory in directory given by f

File[] b= f.listFiles()



f.list(): return an array of file and directory names as Strings, instead of as File objects

f.Mkdir(): create the directory if it does not exist.

Input Streams

Stream: a sequence of data values that is processed —either read or written— from beginning to end. We are dealing with input streams.

Read input stream for a file is by creating an instance of class FileReader:

```
FileReader fr= new FileReader(f);
```

f can be a File or a String that gives the file name

```
fr.read()          // get next char of file
```

Too low-level! Don't want to do char by char.

Reading a line at a time

Class BufferedReader, given a FileReader object, provides a method for reading one line at a time.

```
FileReader fr= new FileReader(f);
BufferedReader br= new BufferedReader(fr);
```

Then:

```
String s= br.readLine(); // Store next line of file in s
                         // (null if none)
```

When finished with reading a file, it is best to close it!

```
br.close();
```

Example: counting lines in a file

```
/** Return number of lines in f.
    Throw IO Exception if problems encountered when reading */
public static int getSize(Filef) throws IOException {
    FileReader fr= new FileReader(f);
    BufferedReader br= new BufferedReader(fr);
    int n= 0;  // number of lines read so far
    String line= br.readLine();
    while (line != null) {
        n= n+1;
        line= br.readLine();
    }
    br.close();
    return n;
}
```

Don't forget!

(write as while loop)

Always use this pattern to read a file!

```
line= first line;
while (line != null) {
    Process line;
    line= next line;
}
```

Pattern to read a file

Always use this pattern to read a file!

```
line= first line;
while (line != null) {
    Process line;
    line= next line;
 }
```

```
line= br.readLine();
while (line != null) {
      Process line
      line= br.readLine();
 }
```

Class URL in package java.net

URL url= **new** URL("http://www. … …. /links.html);

A URL (Universal Resource Locator) describes a resource on the web, like a web page, a jpg file, a gif file

The "protocol" can be:
http (HyperText Transfer Protocol)
https
ftp (File Transfer Protocol)

Reading from an html web page

Given is URL url= **new** URL("http://www. … …. /links.html);

To read lines from that webpage, do this:

1. Create an InputStreamReader:

```
InputStreamReader isr=
        new InputStreamReader(url.openStream());
```

Have to open the stream

2. Create a Buffered Reader:

```
BufferedReader br=   new BufferedReader(isr);
```

3. Read lines, as before, using br.readLine()

javax.swing.JFileChoooser

Want to ask the user to navigate to select a file to read?

```
JFileChooser jd= new JFileChooser();
jd.setDialogTitle("Choose input file");
int returnVal= jd.showOpenDialog(null);
```

```
File f= jd.getSelectedFile();
```

returnVal is one of
JFileChooser.CANCEL_OPTION
JFileChooser.APPROVE_OPTION
JFileChooser.ERROR_OPTION

```
jd.showOpenDialog("/Volumes/Work15A/webpage/ccgb/");
```

Starting always from the user's directory can be a pain for the user. User can give an argument that is the path where the navigation should start

Writing files

Writing a file is similar. First, get a BufferedWriter:

```
FileWriter fw= new FileWriter("the file name", false);
BufferedWriter bw= new BufferedWriter(fw);
```

false: write a new file
true: append to an existing file

Then use

```
bw.write("…");
```

to write a String to the file.

```
bw.close();     // Don't forget to close!
```