

# CS1083 Week 6: Files

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# Outline

Streams

Data Input

Text Files

Error handling and files

# Streams

Data Input

Text Files

Error handling and files

# Streams

- ▶ Abstraction of Files, input/output devices
  - ▶ Printer
  - ▶ Keyboard input
  - ▶ Terminal output
  - ▶ Files
- ▶ Sequence of bytes
- ▶ Different than graphics output, event driven input.

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- ▶ Stream processing
- ▶ Different than graphics output, event driven input.

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  - ▶ read from front
  - ▶ add to end
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# Stream Example 1

```
public static void main(String [] args)
    throws IOException{
    byte outbyte=42;

} // Ignored exceptions?
```

ByteIO

# Stream Example 1

```
public static void main(String [] args)
    throws IOException{
    byte outbyte=42;
    FileOutputStream out=
        new FileOutputStream("example.dat");
    out.write(outbyte);
    out.close();
}

} // Ignored exceptions?
```

ByteIO

# Stream Example 1

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public static void main(String [] args)
    throws IOException{
    byte outbyte=42;
    FileOutputStream out=
        new FileOutputStream("example.dat");
    out.write(outbyte);
    out.close();
    FileInputStream in=
        new FileInputStream("example.dat");
    System.out.println(in.read());
} // Ignored exceptions?
```

ByteIO

## Stream Example 2

```
public static void main(String [] args)
    throws IOException{
```

FileCopy

## Stream Example 2

```
public static void main(String [] args)
    throws IOException{
    FileInputStream in=
        new FileInputStream(args[0]);
    FileOutputStream out=
        new FileOutputStream(args[1]);
```

FileCopy

## Stream Example 2

```
public static void main(String [] args)
    throws IOException{
    FileInputStream in=
        new FileInputStream(args[0]);
    FileOutputStream out=
        new FileOutputStream(args[1]);
    int b=in.read(); // int??
    while (b>=0){ // negative bytes??
        }
}
```

FileCopy

## Stream Example 2

```
public static void main(String [] args)
    throws IOException{
    FileInputStream in=
        new FileInputStream(args[0]);
    FileOutputStream out=
        new FileOutputStream(args[1]);
    int b=in.read(); // int??
    while (b>=0){ // negative bytes??
        System.out.println("Copying "+b);
        out.write(b);
        b=in.read();
    }
}
```

FileCopy

# Sample run

```
unix% java FileCopy mystery.dat foo.dat
Copying 0
Copying 74
Copying 0
Copying 65
Copying 0
Copying 86
Copying 0
Copying 65
unix%
```

# Buffering Input/Output

## Underlying problem

1. Disks are block devices: each physical read operation reads in many bytes.
2. Disks are very slow, relative to memory.

## Solution: Buffering

- ▶ Add a stage to the I/O pipeline that batches up reads or writes to the disk
- ▶ Reading and writing the same file makes this trickier: flush operation.

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# Buffered Input

Buffered Input Stream

read() // 1 byte

Input Stream

read(byteArray) // e.g. 512 bytes

Disk (OS)

# Performance improvement

Without buffering:

```
[convex] java FileCopy2 bigFile.dat copy.dat  
5120000 bytes copied in 7947ms
```

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A small change

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# Performance improvement

## A small change

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BufferedInputStream in= new BufferedInputStream(  
                    new FileInputStream(args[0]));  
BufferedOutputStream out= new BufferedOutputStream(  
                    new FileOutputStream(args[1]));
```

## Big change

```
[convex] FileCopy3 bigFile.dat copy.dat  
5120000 bytes copied in 212ms
```

Streams

Data Input

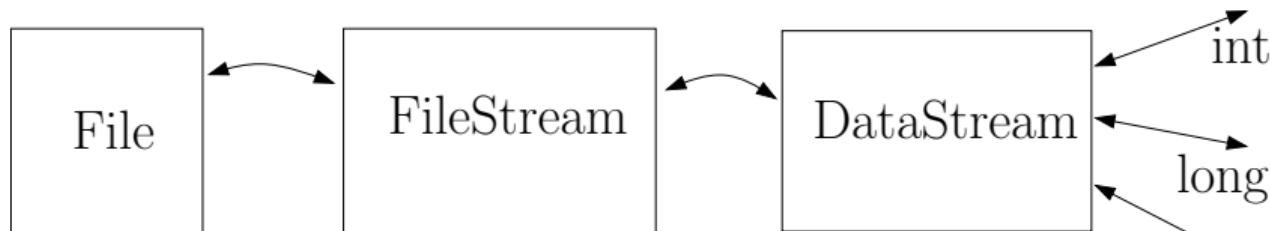
Text Files

Error handling and files

# I/O with Java primitive types

## Primitive Types

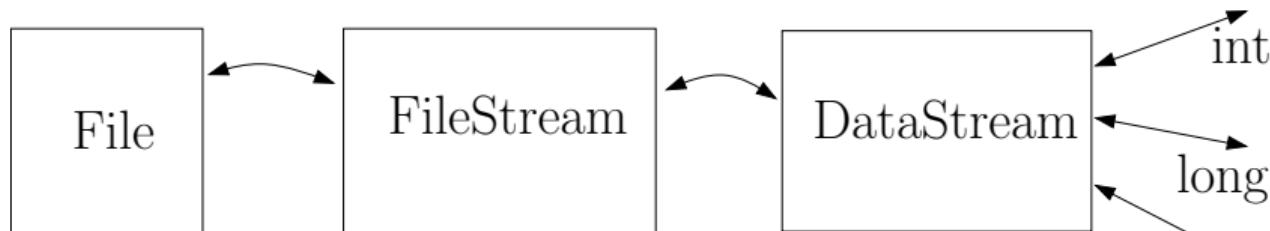
type	size (bits)	size (bytes)
byte	8	1
char	16	2
int	32	4
long	64	8



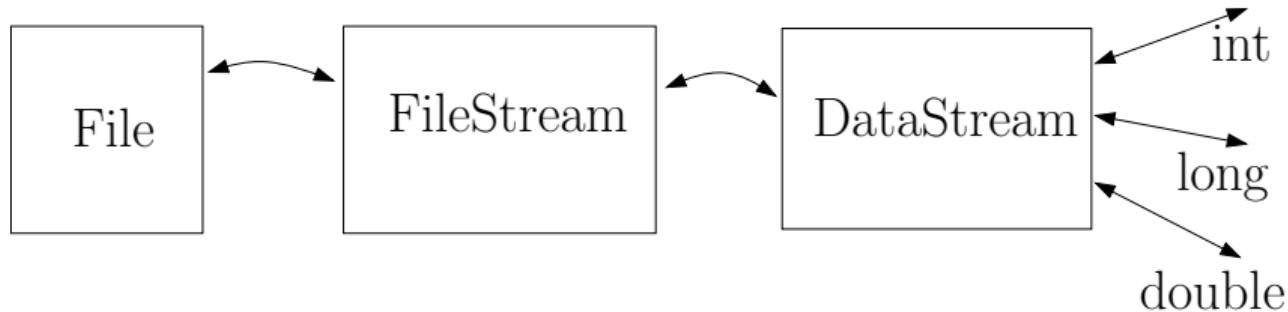
# I/O with Java primitive types

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# I/O with Java primitive types



Exceptions are somewhat unavoidable

- ▶ End of file indicated by exceptions for size> 1 byte

# It's all in the interpretation

## Write some data

```
public static void writeIt() throws IOException{
    byte [] data={ 0, 74, 0, 65, 0, 86, 0, 65 };
    FileOutputStream out=
        new FileOutputStream("mystery.dat");
    for (int i=0; i<data.length; i++)
        out.write(data[i]);
    out.close();
}
```

DataStreamTest

# Reading longs

Read it back as one long

```
input=new DataInputStream(  
                      new FileInputStream("mystery.dat"));  
System.out.println(input.readLong());
```

Output: 20829427455098945

# Reading longs

Read it back as one long

```
input=new DataInputStream(  
                      new FileInputStream("mystery.dat"));  
System.out.println(input.readLong());
```

Output: 20829427455098945

# Reading shorts

Read it back as four shorts

```
input=new DataInputStream(new FileInputStream("mystery.dat"))
for (int i=0; i<4; i++)
    System.out.print(input.readShort()+" ");
System.out.println();
```

Output: 74 65 86 65

» How are bytes turned into shorts?

Where is this documented?

# Reading shorts

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```
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for (int i=0; i<4; i++)
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Output: 74 65 86 65

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- ▶ Where is this documented?
- ▶ What does “Java binary files are platform independent” mean?

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- ▶ What does “Java binary files are platform independent” mean?

# Reading doubles

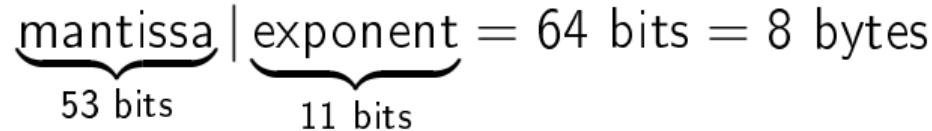
Read it as a double

```
input=new DataInputStream(new FileInputStream("mystery.dat"))
System.out.println(input.readDouble());
```

Output:

2.892706362068199E-307

- ▶ Floating point is more complicated: IEEE standard.

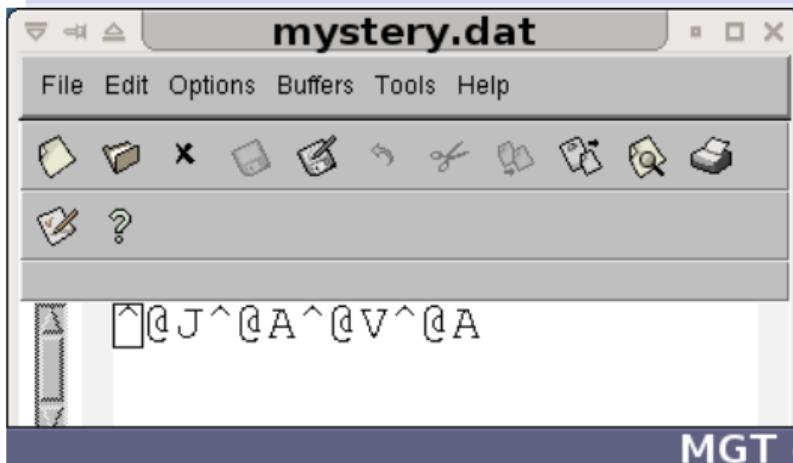
The diagram illustrates the IEEE floating-point format. It consists of two main parts: "mantissa" and "exponent". The "mantissa" is shown as a bracketed group of 53 bits, with the text "53 bits" written below it. The "exponent" is shown as a bracketed group of 11 bits, with the text "11 bits" written below it. A vertical line separates the two fields. To the right of the fields, the equation "64 bits = 8 bytes" is displayed.

# Reading Chars

read as 4 chars

```
for (int i=0; i<4; i++)
    System.out.print(input.readChar());
```

Output: JAVA



- ▶ There seems to be some disagreement about what a character is!

Streams

Data Input

Text Files

Error handling and files

# Text files

- ▶ Sequence of characters
- ▶ Internal versus external representation
- ▶ Internal: char 16-bit unicode
- ▶ External: ASCII, UTF-8 (variable width).
- ▶ Logically organized into lines.

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# Character Oriented I/O: rot13

```
public static void main(String [] args) throws IOException{  
    InputStreamReader in=  
        new InputStreamReader( new FileInputStream (args [0]));  
    FileWriter out=new FileWriter(args [1]);  
    int inChar=          ;  
    while (           ){  
        char outChar=Character.toUpperCase((char)inChar);  
        if ('A' <= outChar && outChar <= 'Z')  
            outChar = (char)((int)outChar - 'A' + 13) % 26 + 'A';  
        if (Character.isLowerCase((char)inChar))  
            outChar=Character.toLowerCase(outChar);  
  
        inChar=in.read();  
    }  
}
```

Rot13

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        inChar=in.read();  
    }  
    out.close();  
}
```

Rot13

# Line Oriented Input

- ▶ Text streams are logically organized into lines, separated by the “new line character”.
- ▶ Buffering is needed in Java to support line input.
- ▶ `readLine()` returns the next line, without the newline character.
- ▶ At the end of the file, `readLine` returns `null`

# Line Oriented Input

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# Numbering lines

NumberLines

```
public static void main(String [] args) throws IOException{
    BufferedReader in=
        new BufferedReader( new FileReader(args[0]) );
    int counter=1;
    String inLine;
    while ( true ){
        System.out.print(counter);
        counter++;
        System.out.println(" "+inLine);
    }
}
```

# Numbering lines

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# Numbering lines

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    }
}
```

# Formatted Output: PrintWriter

- ▶ Readers/writers only deal with chars
- ▶ BufferedReader read lines
- ▶ BufferedWriter output strings, but awkwardly.
- ▶ PrintWriters support methods print and println:

## Using PrintWriter

```
NumberLines2  
:  
PrintWriter out=new PrintWriter(new FileWriter(args[1]));  
:  
out.print(counter++);  
out.println(" "+inLine);  
:  
out.close();
```

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# When to use text, when to use binary

## Advantages of binary

- ▶ smaller, faster
- ▶ easier to read in data
- ▶ no ambiguity about data format.
- ▶ random access

## Advantages of text

- ▶ Human readable
- ▶ Less problems working with non-Java software

For many applications, need for *random access* is key.

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- ▶ Easier to store in files
- ▶ Easier to search and manipulate
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  - ▶ Easier to share
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Data Input

Text Files

Error handling and files

# Error Handling and prevention I: who throws what

## FileInputStream(String)

- ▶ FileNotFoundException (checked)
- ▶ SecurityException (unchecked)

# Error Handling and prevention I: who throws what

## FileInputStream(String)

- ▶ `FileNotFoundException` (checked)
- ▶ `SecurityException` (unchecked)

## FileOutputStream(String)

- ▶ `FileNotFoundException` (checked)
  - ▶ What the heck? Check documentation...
- ▶ `SecurityException`

# Error Handling and prevention I: who throws what

## FileOutputStream(String)

- ▶ `FileNotFoundException` (checked)
  - ▶ What the heck? Check documentation...
- ▶ `SecurityException`

## read(byte)/write(byte)

`IOException` (checked, but unhandleable).

# A robust file copy |

```
BufferedInputStream in;  
try{  
    in= new BufferedInputStream(  
        new FileInputStream(args[0]));  
} catch (FileNotFoundException e){  
    System.out.println("bad input: "+args[0]);  
    System.exit(1);  
}
```

FileCopy4

# A robust file copy |

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try{
    out =new BufferedOutputStream(
        new FileOutputStream(args[1]));
} catch (FileNotFoundException e){
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    System.exit(1);
}
```

```
long bytes=0;
try {
    int b=in.read();
    while (b>=0){
        }
} catch (IOException e){
    System.out.println(e.getMessage());
    System.exit(1);
}
```

```
long bytes=0;
try {
    int b=in.read();
    while (b>=0){
        bytes++;
        out.write(b);
        b=in.read();
    }
} catch (IOException e){
    System.out.println(e.getMessage());
    System.exit(1);
}
```

# Class File: An ounce of prevention

## MetaData

- ▶ File permissions
- ▶ Directory listing
- ▶ Size
- ▶ File vs. Directory

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# Check Before Opening

```
File inFile=new File(args[0]);
```

FileCopy5

# Check Before Opening

```
File inFile=new File(args[0]);
if (!inFile.canRead()){
    System.out.println("Could not open input "
                      +args[0]);
    System.exit(1);
}
```

FileCopy5

# Check Before Opening

```
File inFile=new File(args[0]);
if (!inFile.canRead()){
    System.out.println("Could not open input "
                       +args[0]);
    System.exit(1);
}
File outFile=new File(args[1]);
if (!outFile.canWrite()){
    System.out.println("Could not open output "
                       +args[1]);
    System.exit(1);
}
```

FileCopy5

# Simplified exception handling

```
try {
    BufferedInputStream in=
        new BufferedInputStream(
            new FileInputStream(args[0]));
    BufferedOutputStream out =
        new BufferedOutputStream(
            new FileOutputStream(args[1]));
}
```

FileCopy5

# Simplified exception handling

```
try {
    BufferedOutputStream out =
        new BufferedOutputStream(
            new FileOutputStream(args[1]));
}
```

FileCopy5

# Simplified exception handling

```
try {
    int b=in.read();
    while (b>=0){
        bytes++;
        out.write(b);
        b=in.read();
    }
    out.close();
}
```

FileCopy5

# Simplified exception handling

```
try {
    int b=in.read();
    while (b>=0){
        bytes++;
        out.write(b);
        b=in.read();
    }
    out.close();
} catch (IOException e){
    System.out.println(e.getMessage());
    System.exit(1);
}
```

FileCopy5

## Running the example

```
unix% java FileCopy5 mystery.dat /usr/mystery.dat
Could not open output file /usr/mystery.dat
unix% java FileCopy5 mystery.dat /usr
Could not open output file /usr
unix% java FileCopy5 foo bar
Could not open input file foo
unix%
```