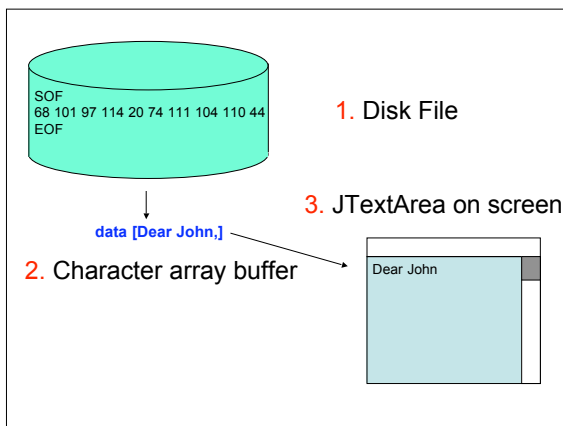


File Helper Classes



a character data "Buffer"

data[Dear John,]

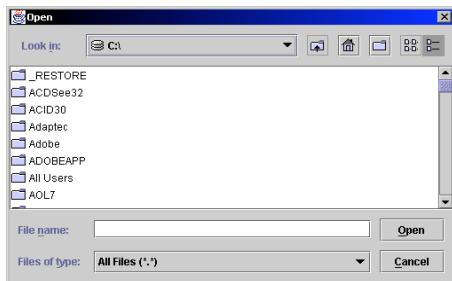
```
int size = file.length( );  
// define an array:  
char[ ] data = new char[ size ];
```

Class File

```
String filename;  
File fileObject = new File( filename );
```

fileObject will contain tons of information on that file

JFileChooser



Class JFileChooser - like JColorChooser

```
JFileChooser fileChooser = new JFileChooser ("Hello" );  
fileChooser.setFileSelectionMode(  
    JFileChooser.FILES_AND_DIRECTORIES);  
int result = fileChooser.showOpenDialog( null );  
if (result == fileChooser.CANCEL_OPTION)  
{  
    system.exit(0);  
}  
  
File fileObject = fileChooser.getSelectedFile()
```

a character data "Buffer"

```
int size = file.length( );  
char[ ] data = new char[ size ];
```

last... FileReader Class

- **File Class** contains methods to get file info
- **FileReaderClass** contains methods to get file contents

```
FileReader in = new FileReader(file);
```

```
in.read( data buffer, index of array , max number );
```

- returns the number of characters that have been read
- reads as many as the computer disk will allow, may have to go back and read more when the computer is ready again

"Add to": +=

```
chars_read +=  
in.read( buffer, index, how many);
```

```
String filename;
JFileChooser jFileChooser1 = new JFileChooser ( );
filename = jFileChooser1.getSelectedFile().getPath();
File file = new File ( filename );
FileReader in = new FileReader( file );

int size = file.length( );
char[ ] data = new char[ size ];

// Read all available characters into the buffer.
while( in.ready( ) == true )
{
    chars_read += in.read( data, chars_read, size-chars_read);
}
in.close();
```

Use BufferedReader!

```
String lineOfText;

BufferedReader fileInput = new BufferedReader(new FileReader(fileObject));
System.out.println("The file contents are:");
while ( fileInput.ready() == true)
{
    lineOfText = fileInput.readLine( );
    System.out.println(lineOfText);
}

fileInput.close( );
System.exit(0);
```

Writing to a file

```
FileWriter out = new FileWriter(file);
String textStr = jTextArea1.getText();
out.write(textStr);
out.close();
```
