

CISC 3115 TY2

Exception and Text File I/O

Hui Chen

Department of Computer & Information Science

CUNY Brooklyn College

Outline

- Discussed
 - Approaches to handle errors (what-if and exceptions)
 - Concept of Exception
 - The Java throwable class hierarchy
 - system errors, runtime exceptions, checked errors, unchecked errors
 - Methods of declaring, throwing, catching exception, and rethrowing exceptions
 - Exception, call stack, stack frame, and stack trace
 - Some best practice
- Exception and simple text/character File I/O

Learning Objectives

- Using exceptions to handle errors while doing file I/O
- Identifying a file (to write to or to read from)
 - Concept of file system path
 - Java API classes, Path, Paths; File, Files
- Understanding characters and text file
- Reading from and writing to text files

Identifying a file

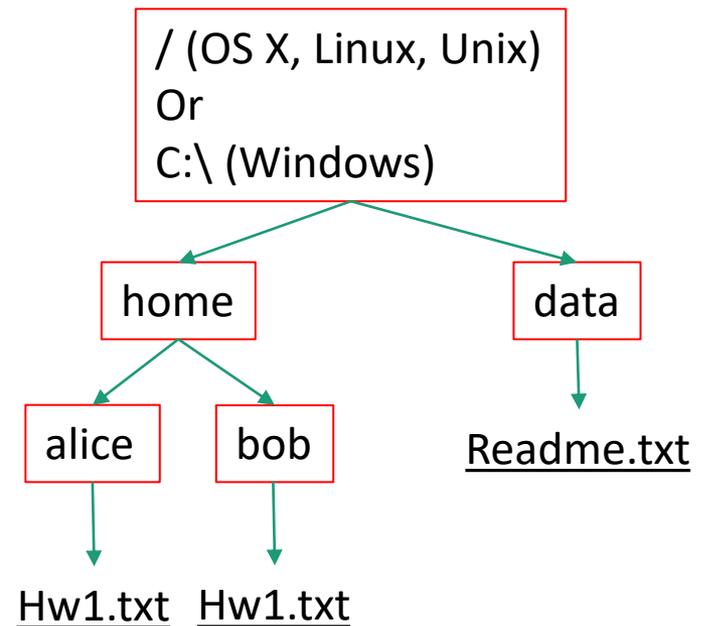
- Concept of path in OS

File System Trees

- A file system stores and organizes files on some form of media allowing easy retrieval
- Most file systems in use store the files in a tree (or hierarchical) structure.
 - Root node at the top
 - Children are files or directories (or folders in Microsoft Windows)
 - Each directory/folder can contain files and subdirectories

Path

- Identify a file by its *path* through the file system tree, beginning from the root node
 - A path is a “path” of the tree traversal
 - Example: identify Hw1.txt
 - OS X
 - /home/alice/Hw1.txt
 - Windows
 - C:\home\alice\Hw1.txt
 - Delimiter
 - Windows: “\” and “/”
 - Unix-like: “/”
 - Current directory (.) and parent directory (..)



Relative and Absolute Path

- Absolute path
 - Tree traversal must begin at the root directory
 - Contains the root element and the complete directory list required to locate the file
 - Example: /home/alice/Hw1.txt or C:\home\alice\Hw1.txt
- Relative path
 - Needs to be combined with another path in order to access a file.
 - The another path is the “reference” (or the beginning directory of the tree traversal), and the reference path isn’t recorded in the path.
 - Example
 - alice/Hw1.txt or alice\Hw1.txt, without knowing where alice is, a program cannot locate the file
- “.” is the path representing the current working directory
- “..” is the path representing the parent of the current working directory

Questions?

- Concept of file system trees
- Concept of paths
 - Traversal of file system trees
 - Absolute path
 - Relative path

Identifying a file using Java API

- The [Path](#) interface, [Paths](#) helper class, and [Files](#) helper class (in the java.nio.file package)
 - What is an “interface”? Treat it as a “class” for now.
- The [File](#) class (in the java.io package)

The File Class

- `java.io.File`
 - It provides an abstraction that deals with most of the machine-dependent complexities of files and path names in a machine-independent fashion.
 - It is a wrapper class for the file name and its directory path.
 - The filename and its directory path are a string.

The File Class: API

java.io.File	
+File(pathname: String)	Creates a File object for the specified path name. The path name may be a directory or a file.
+File(parent: String, child: String)	Creates a File object for the child under the directory parent. The child may be a file name or a subdirectory.
+File(parent: File, child: String)	Creates a File object for the child under the directory parent. The parent is a File object. In the preceding constructor, the parent is a string.
+exists(): boolean	Returns true if the file or the directory represented by the File object exists.
+canRead(): boolean	Returns true if the file represented by the File object exists and can be read.
+canWrite(): boolean	Returns true if the file represented by the File object exists and can be written.
+isDirectory(): boolean	Returns true if the File object represents a directory.
+isFile(): boolean	Returns true if the File object represents a file.
+isAbsolute(): boolean	Returns true if the File object is created using an absolute path name.
+isHidden(): boolean	Returns true if the file represented in the File object is hidden. The exact definition of <i>hidden</i> is system-dependent. On Windows, you can mark a file hidden in the File Properties dialog box. On Unix systems, a file is hidden if its name begins with a period(.) character.
+getAbsolutePath(): String	Returns the complete absolute file or directory name represented by the File object.
+getCanonicalPath(): String	Returns the same as <code>getAbsolutePath()</code> except that it removes redundant names, such as "." and "..", from the path name, resolves symbolic links (on Unix), and converts drive letters to standard uppercase (on Windows).
+getName(): String	Returns the last name of the complete directory and file name represented by the File object. For example, new File("c:\\book\\test.dat").getName() returns test.dat.
+getPath(): String	Returns the complete directory and file name represented by the File object. For example, new File("c:\\book\\test.dat").getPath() returns c:\\book\\test.dat.
+getParent(): String	Returns the complete parent directory of the current directory or the file represented by the File object. For example, new File("c:\\book\\test.dat").getParent() returns c:\\book.
+lastModified(): long	Returns the time that the file was last modified.
+length(): long	Returns the size of the file, or 0 if it does not exist or if it is a directory.
+listFile(): File[]	Returns the files under the directory for a directory File object.
+delete(): boolean	Deletes the file or directory represented by this File object. The method returns true if the deletion succeeds.
+renameTo(dest: File): boolean	Renames the file or directory represented by this File object to the specified name represented in dest. The method returns true if the operation succeeds.
+mkdir(): boolean	Creates a directory represented in this File object. Returns true if the the directory is created successfully.
+mkdirs(): boolean	Same as <code>mkdir()</code> except that it creates directory along with its parent directories if the parent directories do not exist.

Example Problem: Explore File Properties

- Objective
 - Write a program that demonstrates how to create files in a platform-independent way and use the methods in the File class to obtain their properties.
- Observe the example

Example Problem: Explore File Properties

```
public class TestFileClass {  
    public static void main(String[] args) {  
        java.io.File file = new  
java.io.File("image/us.gif");  
  
        System.out.println("Does it exist? " +  
file.exists());  
  
        System.out.println("The file has " +  
file.length() + " bytes");  
  
        System.out.println("Can it be read? " +  
file.canRead());  
  
        System.out.println("Can it be written? " +  
file.canWrite());  
  
        System.out.println("Is it a directory? " +  
file.isDirectory());  
  
        System.out.println("Is it a file? " +  
file.isFile());  
  
        System.out.println("Is it absolute? " +  
file.isAbsolute());  
  
        System.out.println("Is it hidden? " +  
file.isHidden());  
  
        System.out.println("Absolute path is " +  
file.getAbsolutePath());  
  
        System.out.println("Last modified on " +  
new java.util.Date(file.lastModified()));  
    }  
}
```

Path, Paths, and Files?

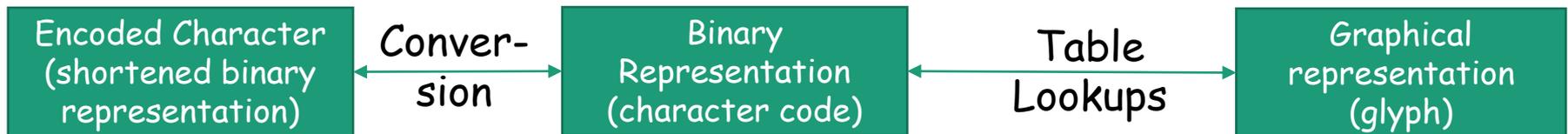
- What methods are there? How do we use them?

Characters and Text File

- Also called character file.
- Each stores characters
- But what are characters

Characters

- Basic units to form written text
 - Each language has a set of characters
 - Generally, a character is a code (a binary number) in the OS
 - A character can have many different glyphs (graphical representation), provided by a font
 - The 1st letter in the English Alphabet
 - Character “a”: a, **a**, **ᵃ**, **ᵃ**, ...



Unicode

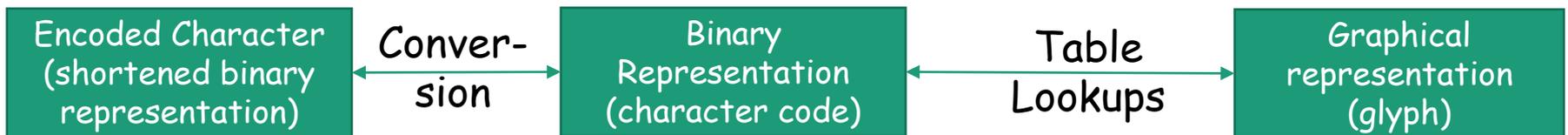
- A single coding scheme for written texts of the world's languages and symbols
- Each character has a code point
 - Originally 16-bit integer (0x0000 – 0xffff), extended to the range of (0x0 – 0x10ffff), e.g., U+0000, U+0001, ..., U+2F003, ..., U+FF003, ..., U+10FFFF
- All the codes form the Unicode code space
 - Divided into planes, each plane is divided into blocks
 - Basic Multilingual Plane (BMP), the 1st plane, where a language occupies one or more blocks
- Encoding schemes
 - Express a code point in bytes: in UTF-8, use 1 to 4 bytes (grouped into code units) to represent a code point (space saving, backward comparability with ASCII)
 - Code units



Encoding Scheme: Code Point and Code Units: Examples

- All code units are in hexadecimal.

Unicode code point	U+0041	U+00DF	U+6771	U+10400
Representative glyph	A	β	東	ð
UTF-32 code units	00000041	000000DF	00006771	00010400
UTF-16 code units	0041	00DF	6771	D801 DC00
UTF-8 code units	41	C3 9F	E6 9D B1	F0 90 90 80



Let's do some exercises with Unicode codepoints

```
char[][] texts = {  
    Character.toChars(0x00000041), // A  
    Character.toChars(0x000000df), // ß ; on Windows, chcp 850  
    Character.toChars(0x00006771), // 東 ; on Windows, chcp 936  
    Character.toChars(0x00000414), // Д ; on Windows, chcp 855  
};  
for (int i=0; i<texts.length; i++) {  
    System.out.println(new String(texts[i]));  
}
```

Characters in the Java Platform

- Original design in Java
 - A character is a 16-bit Unicode
 - A Unicode 1.0 code point is a 16-bit integer
 - Java predates Unicode 2.0 where a code point was extended to the range (0x0 – 0x10ffff).
 - Example: U+0012: `'\u0012'`
 - Evolved design: a character in Java represents a UTF-16 code unit
 - The value of a character whose code point is no above U+FFFF is its code point, a 2-byte integer
 - The value of a character whose code point is above U+FFFF are 2 code units or 2 2-byte integers ((high surrogate: U+D800 ~ U+DBFF and low surrogate: U+DC00 to U+DFFF)
- In Low-level API: Use code point, a value of the int type (e.g., static methods in the Character class)

Text File

- Also called character file
- Each stores characters
 - Stores encoded binary representations of “characters”
- If we know the encoding scheme, we can *correctly* render the characters in their glyphs
 - What if we don’t know?
- The rest is to introduce Java Text File I/O

Text File I/O in Java

- The File objects contain the methods for reading/writing data from/to a file.
- Objective: To read/write strings and numeric values from/to a text file using the Scanner and PrintWriter classes.
- A few other Java API classes can do text file I/O as well, but leave them for your own exploration

PrintWriter

java.io.PrintWriter

+PrintWriter(filename: String)

Creates a PrintWriter for the specified file.

+print(s: String): void

Writes a string.

+print(c: char): void

Writes a character.

+print(cArray: char[]): void

Writes an array of character.

+print(i: int): void

Writes an int value.

+print(l: long): void

Writes a long value.

+print(f: float): void

Writes a float value.

+print(d: double): void

Writes a double value.

+print(b: boolean): void

Writes a boolean value.

Also contains the overloaded
println methods.

A println method acts like a print method; additionally it prints a line separator. The line separator string is defined by the system. It is `\r\n` on Windows and `\n` on Unix.

Also contains the overloaded
printf methods.

The printf method was introduced in §4.6, “Formatting Console Output and Strings.”

PrintWriter::close()

- Any system resources associated with a PrintWriter should be released
- Use the `PrintWriter::close()` method

Write Text to File: First Try

- Observe WriteText.java
- Is there any problem?

```
PrintWriter output = new PrintWriter(file);  
// Write formatted output to the file  
output.print("John T Smith "); output.println(90);  
output.print("Eric K Jones "); output.println(85);  
output.println(63/0);  
// Close the file  
output.close();
```

Write Text to File: First Try: Resources Always Released?

- Observe WriteText.java
- Is there any problem?

```
PrintWriter output = new PrintWriter(file);  
// Write formatted output to the file  
output.print("John T Smith "); output.println(90);  
output.print("Eric K Jones "); output.println(85);  
output.println(63/0);  
// Close the file  
output.close();
```

Exception
may occur,
resulting in
the close()
method not
be called.

Write Text to File: Second Try: close() in the finally Block

- Observe WriteText.java
- Is there any problem?

```
PrintWriter output = null;
```

```
try {
```

```
    output = new PrintWriter(file);
```

```
    // Write formatted output to the file
```

```
    output.print("John T Smith "); output.println(90);
```

```
    output.print("Eric K Jones "); output.println(85); output.println(63/0);
```

```
} finally {
```

```
    // Close the file
```

```
    output.close();
```

```
}
```

Autoclose using try-with-resources

- JDK 7 provides the followings new try-with-resources syntax that automatically closes the files.

```
try (declare and create resources) {  
    Use the resource to process the file;  
}
```

Write Text to File: Third Try: try-with-resources

```
try (PrintWriter output = new PrintWriter(file)) {  
    // Write formatted output to the file  
    output.print("John T Smith ");  
    output.println(90);  
  
    output.print("Eric K Jones ");  
  
    output.println(85);  
  
    output.println(63/0);  
  
}
```

Questions?

- Concept of character and text file
- Concept of file system path and file
- Writing text using File and PrintWriter
 - How to handle exception?
 - What are the approaches to release system resources used by PrintWriter?

Reading Text Using Scanner

java.util.Scanner	
+Scanner(source: File)	Creates a Scanner object to read data from the specified file.
+Scanner(source: String)	Creates a Scanner object to read data from the specified string.
+close()	Closes this scanner.
+hasNext(): boolean	Returns true if this scanner has another token in its input.
+next(): String	Returns next token as a string.
+nextByte(): byte	Returns next token as a byte.
+nextShort(): short	Returns next token as a short.
+nextInt(): int	Returns next token as an int.
+nextLong(): long	Returns next token as a long.
+nextFloat(): float	Returns next token as a float.
+nextDouble(): double	Returns next token as a double.
+useDelimiter(pattern: String): Scanner	Sets this scanner's delimiting pattern.

Example Problem and Program: Replacing Text

- Problem:
 - Write a class named `ReplaceText` that replaces a string in a text file with a new string.
 - The filename and strings are passed as command-line arguments as follows:

```
java ReplaceText sourceFile targetFile oldString newString
```

- For example, invoking

```
java ReplaceText FormatString.java t.txt StringBuilder StringBuffer
```

- replaces all the occurrences of `StringBuilder` by `StringBuffer` in `FormatString.java` and saves the new file in `t.txt`.

Example Program: the Gist of Replacing Text

```
try ( // try-with-resource to autoclose resources
    Scanner input = new Scanner(sourceFile);
    PrintWriter output = new PrintWriter(targetFile);) {
    while (input.hasNext()) {
        String s1 = input.nextLine();
        String s2 = s1.replaceAll(args[2], args[3]);
        output.println(s2);
    }
}
```

Questions?

- Use Scanner to read text file
 - File and Path objects
- How about using I/O redirection?

Exercises 1

- In the ReplaceText example program, we use a try-with-resource to release system resources associated with the Scanner and PrintWriter objects.
 - Revise the class to release resources in the finally block
 - In ReplaceText, we declare the main(String[] args) method to throw Exception. Revise the program so that exceptions are handled in the main method by using the catch clause.
 - Make sure that you catch as the most specific exception as you can.

Exercise 2

This is question 12.11 in chapter 12 of the textbook. Write a program that removes all the occurrences of a specified string from a text file. For example, invoking

```
Java ReplaceText john filename.txt
```

removes the string john from the filename.txt file. The rest is similar to exercise 1.

- Use the ReplaceText example program as a start
- In ReplaceText, we declare the main(String[] args) method to throw Exception. Revise the program so that exceptions are handled in the main method by using the catch clause.
- Make sure that you catch as the most specific exception as you can.