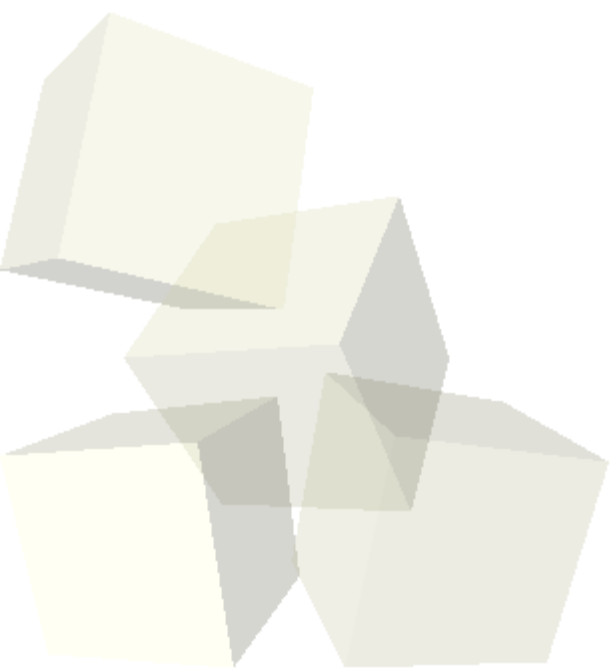
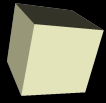




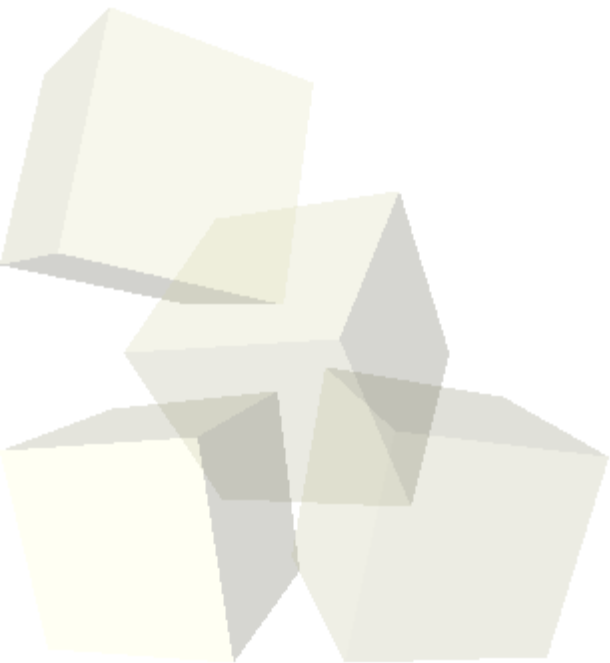
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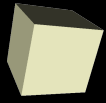




Opening Discussion

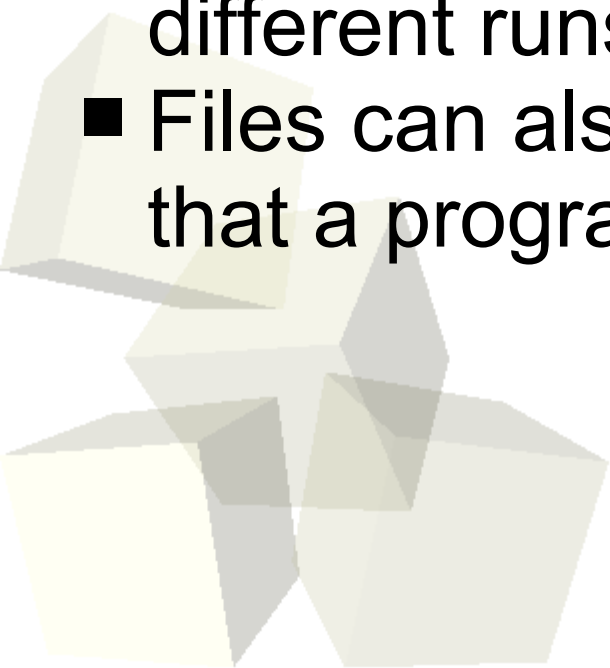
- Let's look at solutions to the interclass problem.





Why Files?

- Files are a remarkably important part of any real program. Just imagine programs like Word or Excel if you couldn't save your work.
- Programs normally store values in memory. When the program stops all the information it has is lost.
- Files provide a way for programs to store information in locations that will exist between different runs of the program.
- Files can also be used to store extra information that a program needs to run.



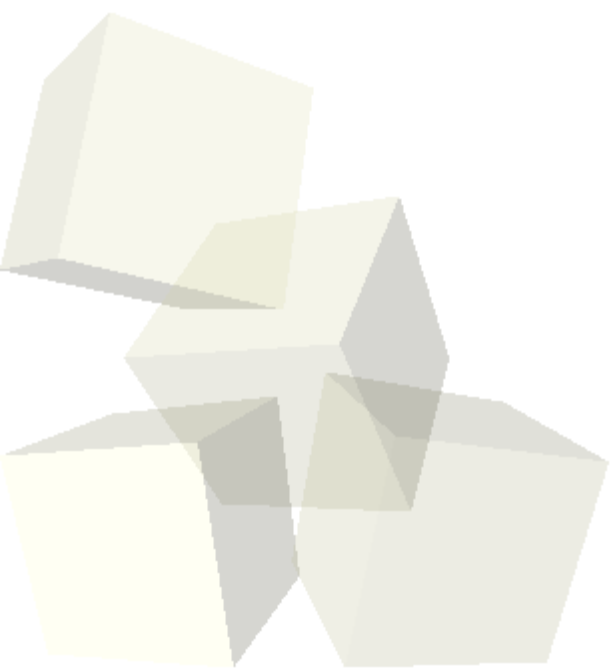


Opening Files

- There is a class called File in the java.io package that has a lot of methods for dealing with files.
- After we create one of these objects we can pass it to the constructors of other classes to be able to read from or write to those files.
- Passing a File to a new Scanner will produce a Scanner that can read from the file.
- Passing a File to a new PrintWriter will cause it to write to that file.
- You should close the Scanner or the PrintWriter when you are done with them.



- Let's play around with this some today and see what we are able to do.





- Do you ever go to the API when you are trying to write your Java programs?
- Interclass Problem – Write a program that begins by asking the user if they want to write or read. If they pick write, ask them for a set of numbers to write to a file. If they pick read you should read those numbers from the file and display them.

