Intro to Data Structures

Lecture #7 – File I/O, Objects and Arrays, & the *Arrays* class
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Outline for Today

- HW1 OK? Some observations...
- HW2 out tonight
- File I/O demo
- Arrays class
- 2-d arrays (in recitation)

The Scanner class (Input from a file)

```
Reading from a file, a word at a time:
```

```
Scanner s = getFileScanner("SampleFile.txt"); while (s.hasNext())
```

System.out.println(s.next());

Reading from a file, a line at a time:

```
Scanner s = getFileScanner("SampleFile.txt");
```

while (s.hasNext())

System.out.println(s.nextLine());

Don't forget to close the file when you're done [s.close();]

The Scanner class (Input from a file)

Making use of this convenient helper function:

```
public static Scanner getFileScanner(String filename) {
    Scanner scanner = null;
    try { scanner = new Scanner(new java.io.File(filename)); }
    catch (Exception e)
            System.out.println("File not found:" + filename);
            return null;
    return scanner;
```

Output to a file

Writing to a file:

PrintStream out = getFilePrintStream("myfile.txt");
out.println("This will output to the file 'myfile.txt' ");

Output to a file

Making use of this convenient helper function: public static PrintStream getFilePrintStream(String filename) { PrintStream out = null; try { out = new PrintStream(new java.io.File(filename)); } catch (Exception e) System.out.println("Error opening file: " + filename); return null; return out;

Exceptions

You'll note that there's a try...catch in the helper functions. That's because file I/O can throw a FileNotFound exception (which is a checked exception)

- Checked exceptions
 - bad things that can occur which are nominally outside the control of the program (or programmer), like invalid input, missing files, etc.
 - MUST be handled or advertised as potentially thrown
- Unchecked exceptions
 - errors that the programmer should have caught (like / by 0)

Creating a Contacts Class

- How do you keep track of contacts?
- Attributes/Fields
 - Let's keep it (very) simple for now-what can we use?
- Methods
 - Constructor (getting the data from...)
 - So we'll need...
 - toString
- What happens if I assign one entry to another?

The Arrays class (in recitation)

- Some useful methods from java.util.Arrays
 - toString:
 - Arrays.toString(arr)
 - equals:
 - Arrays.equals(arr1, arr2);
 - sort:
 - Arrays.sort(arr)

Problem solving (recitation Thursday)

- How did you write reverse in HW1?
- Let's write a method that swaps two integers and use that method to write reverse (discuss how with a neighbor before we write any code)...