

CSC 243 - Java Programming

Strings and Text I/O

char, Character, and String

- A *char* is a primitive type
- A *Character* is a wrapper class for *char*
- A *String* is a class known to the compiler
 - Represents a sequence of characters
 - String literals are implemented as instances of *String*
 - String objects are immutable

Simple String Methods

- `length()`: Returns the number of characters in the string
- `charAt(index)`: Returns the character at the specified index
- `concat(s1)`: Returns a new string that concatenates this string with string `s1`
- `trim()`: Returns a new string with whitespace characters trimmed at both sides

Mutable Character Sequences

- `StringBuilder` is a non-thread safe, mutable sequence of characters
- `StringBuffer` is a thread safe, mutable sequence of characters
- Common operations
 - `append`
 - `insert`
 - `delete`
 - `replace`

Command Line Arguments

- The argument to main is an array of Strings entered on the command line
- The following program echos each command line argument on a new line

```
public class Echo {  
    public static void main (String[] args) {  
        for (String s: args) {  
            System.out.println(s);  
        }  
    }  
}
```

Command Line I/O

- Standard Streams
 - `System.in` standard input
 - `System.out` standard output
 - `System.err` standard error
- The standard input and standard output are used for text based console programs

Text Based Input

- `java.util.Scanner` is a simple text scanner object and can be constructed to use the standard input stream

```
Scanner input = new Scanner(System.in);
```

- Common `java.util.Scanner` methods
 - `close()`
 - `next()`
 - `nextLine()`
 - `nextInt()`
 - `close()`

File Based Input

- `java.util.Scanner` can also be constructed to read from a `File` object

```
File file = new File("filename");
Scanner input = new Scanner(file);
while (input.hasNextLine()) {
    System.out.println(input.nextLine());
}
```


Writing to a File

- `java.io.PrintWriter` can be used to create a file and write data to a text file

```
File file = new File("file.txt");  
PrintWriter output = new PrintWriter(file)  
output.print("Hello world");  
output.close();
```