

# Java I/O (O'Reilly Java)

*Tips and Techniques for Putting I/O to Work*

## Java I/O



O'REILLY\*

*Elliott Rusty Harold*

[Java I/O \(O'Reilly Java\) 下载链接1](#)

著者: Elliott Rusty Harold

出版者: O'Reilly Media, Inc.

出版时间: 16 March, 1999

装帧: Paperback

isbn: 9781565924857

All of Java's Input/Output (I/O) facilities are based on streams, which provide simple ways to read and write data of different types. Java provides many different kinds of streams, each with its own application. The universe of streams is divided into four

large categories: input streams and output streams, for reading and writing binary data; and readers and writers, for reading and writing textual (character) data. You're almost certainly familiar with the basic kinds of streams--but did you know that there's a CipherInputStream for reading encrypted data? And a ZipOutputStream for automatically compressing data? Do you know how to use buffered streams effectively to make your I/O operations more efficient? Java I/O tells you all you ever need to know about streams--and probably more. A discussion of I/O wouldn't be complete without treatment of character sets and formatting. Java supports the UNICODE standard, which provides definitions for the character sets of most written languages. Consequently, Java is the first programming language that lets you do I/O in virtually any language. Java also provides a sophisticated model for formatting textual and numeric data. Java I/O shows you how to control number formatting, use characters aside from the standard (but outdated) ASCII character set, and get a head start on writing truly multilingual software. Java I/O includes:

Coverage of all I/O classes and related classes

In-depth coverage of Java's number formatting facilities and its support for International character sets

作者介绍:

目录: Preface

I. Basic I/O

1. Introducing I/O

What is a Stream

Numeric Data

Character Data

Readers and Writers

The Ubiquitous IOException

The Console: System.out, System.in and System.err

Security Checks on I/O

2. Output Streams

The OutputStream Class

Writing Bytes to OutputStreams

Writing Arrays of Bytes

Flushing and Closing Output Streams

Subclassing OutputStream

A Graphical User Interface for Output Stream

3. Input Streams

The InputStream Class

The read() method

Reading Chunks of Data from a Stream

Counting the Available Bytes

Skipping Bytes

Closing Input Streams

Marking and Resetting

Subclassing InputStream

An Efficient Stream Copier

II. Data Sources

4. File Streams

Reading Files

- Writing Files
- File Viewer, Part 1
- 5. Network Streams
  - URLs
  - URL Connections
  - Sockets
  - Server Sockets
  - URLViewer
- III. Filter Streams
- 6. Filter Streams
  - The Filter Stream Classes
  - The Filter Stream Subclasses
  - Buffered Streams
  - PushbackInputStream
  - Print Stream
  - Multitarget Output Streams
- File Viewer, Part 2
- 7. Data Streams
  - The Data Stream Classes
  - Reading and Writing Integers
  - Reading and Writing Floating Point Numbers
  - Reading and Writing Booleans
  - Reading Byte Arrays
  - Reading and Writing Text
  - Miscellaneous Methods
  - Reading and Writing Little-Endian Numbers
- Thread Safety
- File Viewer, Part 3
- 8. Streams in Memory
  - Sequence Input Streams
  - Byte Array Streams
  - Communicating Between Threads with Piped Streams
- 9. Compressing Streams
  - Inflaters and Deflators
  - Compressing and Decompressing Streams
  - Working with Zip Files
  - Checksums
  - JAR Files
- File Viewer, Part 4
- 10. Cryptographic Streams
  - Hash Function Basics
  - The MessageDigest Class
  - Digest Streams
  - Encryption Basics
  - The Cipher Class
  - Cipher Streams
- File Viewer, Part 5
- IV. Advanced and Miscellaneous Topics
- 11. Object Serialization
  - Reading and Writing Objects
  - Object Streams
  - How Object Serialization Works
  - Performance
  - The Serilization Interface

The ObjectInput and ObjectOutput Interface  
Versioning  
Customizing the Serialization Format  
Resolving Classes  
Resolving Objects  
Validation  
Sealed Objects  
12.Working with Files  
Understanding Files  
Directories and Path  
The File Class  
Filename Filters  
File Filters  
File Descriptors  
Random-Access Files  
General Techniques for Cross-Platform File Access Code  
13.File Dialogs and Choosers  
File Dialogs  
JFileChooser  
File Viewer, Part 6  
14.Multilingual Character Sets and Unicode  
Unicode  
Displaying Unicode Text  
Unicode Escapes  
UTF-8  
The char Data Type  
Other Encodings  
Converting Between Byte Arrays and Strings  
15.Readers and Writers  
The java.io.Writer Class  
The OutputStreamWriter Class  
The java.io.Reader Class  
The InputStreamReader Class  
Character Array Readers and Writers  
String Readers and Writers  
Reading and Writing Files  
Buffered Readers and Writers  
Print Writers  
Piped Readers and Writers  
Filtered Readers and Writers  
File Viewer Finis  
16.Formatted I/O with java.text  
The Old Way  
Choosing a Locale  
Number Formats  
Specifying Width with FieldPosition  
Parsing Input  
Decimal Formats  
An Exponential Number Format  
17.The Java Communication API  
The Architecture of the Java Communication API  
Identifying Ports  
Communicating with a Device on a Port  
Serial Ports

Parallel Ports  
V. Appendixes  
A. Additional Resources  
B. Character Sets  
Index  
• • • • • ([收起](#))

[Java I/O \(O'Reilly Java\) 下载链接1](#)

## 标签

Java

I/O

O'Reilly

java

server

performance

io

high

## 评论

-----  
[Java I/O \(O'Reilly Java\) 下载链接1](#)

# 书评

-----  
[Java I/O \(O'Reilly Java\) 下载链接1](#)