

File Handling in Java

File handling in Java means **creating, reading, writing, updating, and deleting files** using Java programs.

Java provides several classes for file handling, mainly in the `java.io` package and also `java.nio.file`.

Think of it like:

Java Program



File



data.txt	
Hello Java	
12345	

1. Creating a File

Java provides the `File` class for basic file operations.

```
import java.io.File;
```

```
import java.io.IOException;
```

```
public class Main {  
    public static void main(String[] args) throws IOException {  
  
        File file = new File("data.txt");  
  
        if (file.createNewFile()) {  
            System.out.println("File created");  
        } else {  
            System.out.println("File already exists");  
        }  
    }  
}
```

`createNewFile()` creates the file if it doesn't already exist.

2. Writing to a File

We can use `FileWriter` to write text into a file.

```
import java.io.FileWriter;
```

```
import java.io.IOException;
```

```
public class Main {  
    public static void main(String[] args) throws IOException {  
  
        FileWriter writer = new FileWriter("data.txt");  
  
        writer.write("Hello Java!");  
        writer.write("\nWelcome to File Handling.");  
  
        writer.close();  
    }  
}
```

The file will contain:

Hello Java!

Welcome to File Handling.

Important

Always close the writer:

```
writer.close();
```

Otherwise, data may not be properly saved and system resources remain occupied.

3. Reading from a File

One simple way is using `FileReader`.

```
import java.io.FileReader;
```

```
import java.io.IOException;
```

```
public class Main {  
    public static void main(String[] args) throws IOException {
```

```
        FileReader reader = new FileReader("data.txt");
```

```
        int ch;
```

```
        while ((ch = reader.read()) != -1) {  
            System.out.print((char) ch);  
        }
```

```
        reader.close();  
    }
```

```
}
```

How does `read()` work?

```
reader.read()
```

reads one character at a time.

When there are no more characters:

-1

is returned.

4. Reading Using `BufferedReader`

For reading text more conveniently, we can use `BufferedReader`.

```
import java.io.BufferedReader;
```

```
import java.io.FileReader;
```

```
import java.io.IOException;
```

```
public class Main {  
    public static void main(String[] args) throws IOException {
```

```
        BufferedReader reader =  
            new BufferedReader(new FileReader("data.txt"));
```

```
        String line;
```

```
        while ((line = reader.readLine()) != null) {  
            System.out.println(line);  
        }
```

```
        reader.close();  
    }
```

```
}
```

`readLine()` reads the file **one line at a time**.

5. Appending Data to a File

Normally:

```
FileWriter writer = new FileWriter("data.txt");
```

can overwrite the existing contents.

To append instead:

```
FileWriter writer = new FileWriter("data.txt", true);
```

```
writer.write("\nThis is new data.");
```

```
writer.close();
```

The `true` means **append mode**.

6. Deleting a File

```
import java.io.File;
```

```
public class Main {  
    public static void main(String[] args) {  
  
        File file = new File("data.txt");  
  
        if (file.delete()) {  
            System.out.println("File deleted");  
        } else {  
            System.out.println("File not found");  
        }  
    }  
}
```

7. Checking File Information

The `File` class can provide information about a file.

```
File file = new File("data.txt");
```

```
System.out.println(file.exists());
```

```
System.out.println(file.getName());
```

```
System.out.println(file.getAbsolutePath());
```

```
System.out.println(file.length());
```

Some useful methods:

Method	Purpose
<code>exists()</code>	Checks whether file exists
<code>createNewFile()</code>	Creates a new file
<code>delete()</code>	Deletes a file
<code>getName()</code>	Gets file name
<code>getAbsolutePath()</code>	Gets complete path
<code>length()</code>	Gets file size in bytes
<code>isFile()</code>	Checks whether it is a file
<code>isDirectory()</code>	Checks whether it is a directory

8. try-catch and File Handling

File operations can cause exceptions.

For example, the file might not exist.

So we can handle exceptions:

```
import java.io.FileReader;
import java.io.IOException;

public class Main {
    public static void main(String[] args) {

        try {
            FileReader reader = new FileReader("data.txt");

            int ch;

            while ((ch = reader.read()) != -1) {
                System.out.print((char) ch);
            }

            reader.close();

        } catch (IOException e) {
            System.out.println("An error occurred.");
        }
    }
}
```

IOException is a common exception in file handling.

9. Modern File Handling with Files

Modern Java also provides the `java.nio.file` package.

For example, reading an entire file:

```
import java.nio.file.Files;
import java.nio.file.Path;
import java.io.IOException;

public class Main {
    public static void main(String[] args) throws IOException {

        String data = Files.readString(Path.of("data.txt"));

        System.out.println(data);
    }
}
```

Writing:

```
Files.writeString(
    Path.of("data.txt"),
    "Hello Java"
);
```

This approach is often simpler for basic operations.