Building Enterprise Database Applications

using Rational Rose, Java and Mr Architecture A short course by Kade Hansson

Course Contents

- UML, object-orientation and design patterns
- Java language and essential APIs
- Java GUI components and event model
- Java I/O and TCP/IP sockets
- JDBC, Servlets and JSPs
- Mr Architecture

Input Streams

- InputStream is a primitive input token queue
 - *FileInputStream* file implementation
 - *ByteArrayInputStream*, *StringBufferInputStream* memory implementations
 - FilterInputStream wraps another (usually more primitive) InputStream
 - BufferedInputStream- uses a buffer to read the data
 - DataInputStream- allows reading of binary data
 - *PushbackInputStream* provides unread single byte operation
 - *ObjectInputStream* for deserializing objects

Output Streams

- *OutputStream* is a primitive queue receiving output tokens
 - *FileOutputStream* file implementation
 - *ByteArrayOutputStream* memory implementation
 - *FilterOutputStream* wraps another (usually more primitive) *OutputStream*
 - *BufferedOutputStream* buffers the data before writing
 - DataOutputStream- allows writing of binary data
 - *PrintStream* for writing character output
 - *ObjectOutputStream* for serializing objects

Reading and Writing Character Streams

- Subclasses of the *Reader* class are used for reading character streams
 - Readers provide character set decoding, file pointer marking and data skipping functionality over InputStreams
 - Reader hierarchy largely mirrors that for InputStream
- Subclasses of the *Writer* class are used for writing character streams
 - Writers provide character set encoding functionality for OutputStreams
 - Writer hierarchy largely mirrors that for OutputStream

I/O Exceptions

- IOException- general I/O failure
 - *FileNotFoundException* invalid filing system entry
 - SocketException- network failure
 - *EOFException* read beyond end-of-stream
 - WriteAbortedException and ObjectStreamException— occur during serialization

Other Classes Relevant to I/O

- Serializable and Externalizable interfaces- used in writing/reading objects
- StringTokenizer and StreamTokenizer- for building simplest and simpler parsers
- RandomAccessFile- for doing random-access I/O to files
- File and FileSystem- filing system and filing system entry abstraction
- URL and URLConnection- for identifiying and connecting to network resources
- Socket and ServerSocket
 for low-level network communications