8. File class

Introduction

It allows easy manipulation of files using the File class.

Constructor

File	file: string mode: string	Create an object of type File for the specified file. If mode is “r”, the file will be opened in read mode. If mode is “w”, the file will be opened in write mode. If the mode is “a”, the file will be open in append mode.

Methods

read	byte int (1000) returns string	Reads at most the specified number of bytes. When no numer is specified, 1000 bytes will be read at most.
readLine	returns string	Reads untill end of line.
write	text: string	Writes the specified text.
WriteLine	text: string	Writes text with and end of line.
close		Closes the file.
flush		Flush all buffers to disk.
eof	returns boolean	Returns true if the end of file has been reached.

(static) methods and attributes

Additionally, the File object has the following (static) methods and attributes:

mkdir	directory: string	Creates the specified directory.
stdin	File	Attribute that contains a File object associated with standard input.
stdout	File	Attribute that contains a File object associated with standard output.
stderr	File	Attribute that contains a File object associated with the standard error output.
copy	source: string target: string	Copy selected file. This method is not able to copy directories.
delete	file: string	Deletes a file or directory.
move	source: string target: string	Moves (or renames) a file or directory.
isDirectory	f: string returns boolean	Returns true if the specified file is a directory.
canRead	f: string returns boolean	Returns true if the file can be read.
canWrite	f: string returns boolean	Returns true if the file can be written.
getParent	f: string returns string	Returns the parent directory of a file.

Revision #4
Created 25 May 2021 11:15:03
Updated 30 June 2022 13:08:14