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# CHAPTER 83 — Writing Text Files

## Chapter Topics:

- Class `FileWriter`
- Creating a disk file
- Closing a disk file
- The `write()` method
- Catching I/O exceptions
- Class `BufferedWriter`

This chapter explains how to create a text file on the hard disk and how to write character data to it.

Chapter 21 used *redirection* to write text files. Redirection is when output that would normally go to the monitor is sent to a disk file. The program has no control of this.

In this chapter your program creates a file and writes output to it.

## QUESTION 1:

(Review: ) What is the ancestor class of all streams that do character-oriented output?

