

## AUFGABE 14

```
import java.util.ResourceBundle;

public class Persistenz {

    public static void main(String[] args) throws IOException {
        ResourceBundle rb = ResourceBundle.getBundle("PersResource");

        Screen sc = new Screen();
        ...
        sc.println( rb.getString("inhalt") + pname);
        ...
        sc.println(""+(zeile+1)+ rb.getString("zeilen") + pname
                  + rb.getString("enthalten") + "\n");
        ...
        try {
            sc.println( rb.getString("beenden") );
            do {
                sc.print( rb.getString("eingabe") );
                ...
                sc.println( rb.getString("gegeben")+(zeile+1)+": " +ea);
                ...
                sc.println();
                sc.println(""+ein+ rb.getString("gelesen"));
                sc.println(""+aus+ rb.getString("geschrieben"));
            }
        }
    }
}
```

```
import java.util.ResourceBundle;

public class PersObjekt {
    ...
    private Screen sc = new Screen();
    private ResourceBundle rb = ResourceBundle.getBundle("PersResource");
    ...
    protected void store() throws IOException {
        raus.writeObject(data);
        raus.close();
        sc.println(fileName + rb.getString("gesichert"));
    }
    ...
}
```

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```
import java.util.ListResourceBundle;

public class PersResource extends ListResourceBundle {

    public Object[][][] getContents() { return texte; }

    static final Object[][][] texte = {
        { "inhalt",      "current content of" },
        { "zeilen",       "lines contained in" },
        { "enthalten",    "" },
        { "beenden",      "terminate with 'ende'" },
        { "eingabe",      "please enter data: " },
        { "gegeben",      "entered: " },
        { "gelesen",      "line(s) read from key-board" },
        { "geschrieben", "line(s) written to screen" },
        { "gesichert",    "file written" },
        { "xxx",          "xxx" }
    };
}
```

```
import java.util.ListResourceBundle;  
  
public class PersResource_de extends ListResourceBundle {  
  
    public Object[][] getContents() { return texte; }  
  
    static final Object[][] texte = {  
        { "inhalt",          "Aktueller Inhalt von" },  
        { "zeilen",           "Zeilen in" },  
        { "enthalten",        "enthalten" },  
        { "beenden",          "Beenden mit 'ende'" },  
        { "eingabe",          "Bitte um Eingabe: " },  
        { "gegeben",          "Eingabe: " },  
        { "gelesen",          "Zeile(n) von der Tastatur gelesen" },  
        { "geschrieben",      "Zeile(n) auf den Bildschirm geschrieben" },  
        { "gesichert",         "Datei geschrieben" },  
        { "xxx",               "xxx" }  
    };  
}
```

## AUFGABE 8

*BufferedReader in Verbindung mit einem InputStreamReader*

## StringBuffer

*Methoden:*      `int length()`                        `char charAt(int)`  
                        `void setCharAt(int, char)`            `void reverse()`

# Character

*Klassenmethoden:  
oder*

```
import java.io.*;

class StringReverse {

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

        BufferedReader in = new BufferedReader(
            new InputStreamReader(System.in));

        for (;;) {
            String s = in.readLine();
            if (s.length() == 0) break;

            StringBuffer sb = new StringBuffer(s);

            char anfang = sb.charAt(0);
            char ende = sb.charAt(sb.length()-1);

            if (Character.isUpperCase(anfang)) {
                sb.setCharAt(0,Character.toLowerCase(anfang));
                sb.setCharAt(sb.length()-1,
                           Character.toUpperCase(ende));
            }

            System.out.println(sb.reverse());
        }
    }
}
```