

JAVA.LANG.CLASS.GETRESOURCEASSTREAM METHOD

http://www.tutorialspoint.com/java/lang/class_getresourceasstream.htm

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Description

The **java.lang.Class.getResourceAsStream** finds a resource with a given name. It returns a `InputStream` object or null if no resource with this name is found.

Declaration

Following is the declaration for **java.lang.Class.getResourceAsStream** method

```
public InputStream getResourceAsStream(String name)
```

Parameters

- **name** -- This is the name of the desired resource.

Return Value

This method returns a `InputStream` object or null if no resource with this name is found.

Exception

- **NullPointerException** -- If name is null.

Example

The following example shows the usage of `java.lang.Class.getResourceAsStream` method.

```
package com.tutorialspoint;

import java.lang.*;
import java.io.*;

class ClassDemo {

    static String getResource(String rsc) {
        String val = "";

        try {
            // input stream
            InputStream i = ClassDemo.class.getResourceAsStream(rsc);
            BufferedReader r = new BufferedReader(new InputStreamReader(i));

            // reads each line
            String l;
            while((l = r.readLine()) != null) {
                val = val + l;
            }
            i.close();
        } catch (Exception e) {
            System.out.println(e);
        }
        return val;
    }

    public static void main(String[] args) {

        System.out.println("File1: " + getResource("file.txt"));
        System.out.println("File2: " + getResource("test.txt"));
    }
}
```

Assuming we have a text file **file.txt**, which has the following content:

```
This is TutorialPoint!
```

Assuming we have another text file **test.txt**, which has the following content:

```
This is Java Tutorial
```

Let us compile and run the above program, this will produce the following result:

```
File1: This is TutorialPoint!  
File2: This is Java Tutorial
```

```
Loading [MathJax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js
```