

# Java Application: CreateDummyFile

Written by: Keith Fenske, <http://kwfenske.github.io/>

First version: Friday, 5 July 2024

Document revised: Thursday, 1 August 2024

Copyright © 2024 by Keith Fenske. Apache License or GNU General Public License.

## Description

CreateDummyFile is a Java 1.4 console application to create a file with a given size, and to fill the file with a repeating pattern or pseudo-random data. Such a “dummy” file can replace the space occupied by a regular file that is not available.

Two parameters are required on the command line. The first parameter must be the size of the file in bytes, as a decimal number, without commas or digit grouping. Suffixes are recognized for kilobytes, megabytes, etc. The second parameter is the output file name. You may need to quote the name.

Options select which data values to write for the bytes:

- d# = one or more decimal bytes from 000 to 255
- h# = one or more hexadecimal bytes from 00 to FF
- o = write all ones, 0xFF bytes
- p# = text pattern to repeat, in local character set
- r = write pseudo-random data (default)
- z = write all zeros, 0x00 bytes

These options are mutually exclusive; only one option should appear. Options go before the parameters. An example to write a 512-byte random file is:

```
java CreateDummyFile2 512 x.dat
```

Another example to write a file with 32,768 bytes (32 KB) full of zeros is:

```
java CreateDummyFile2 -z 32k x.dat
```

There is no graphical interface (GUI) for this program; it must be run from a command prompt, command shell, or terminal window.

## Apache License or GNU General Public License

CreateDummyFile is free software and has been released under the terms and conditions of the Apache License (version 2.0 or later) and/or the GNU General Public License (GPL, version 2 or later). This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY, without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the license(s) for more details. You should have received a copy of the licenses along with this program. If not, see the <http://www.apache.org/licenses/> and <http://www.gnu.org/licenses/> web pages.

## Installation

You must have the Java run-time environment (JRE) installed on your computer. Create-DummyFile was developed with Java 1.4 and should run on later versions. It may also run on earlier versions, but this has not been tested. You can download the JRE from Oracle (formerly Sun Microsystems):

JRE for end users: <http://www.java.com/download/>

SDK for programmers: <http://www.oracle.com/java/> or the OpenJDK builds

IDE for programmers: <http://www.eclipse.org/> or <http://www.netbeans.org/>

Once Java is installed, you need to put the program files for CreateDummyFile into a folder (directory) on your hard drive. The name of the folder and the location are your choice, except it is easier if the name does not include spaces. Assume that files will go into a “C:\Java” folder. Then create the folder and unpack the Java \*.class files into this folder (if you received the program as a ZIP file). The files look something like this:

ApacheLicense20.txt (12 KB, legal notice)

CreateDummyFile2.class (7 KB, executable program)

CreateDummyFile2.doc (30 KB, this documentation in Microsoft Word format)

CreateDummyFile2.jar (5 KB, archive file with same class file inside)

CreateDummyFile2.java (23 KB, source code)

CreateDummyFile2.manifest (1 KB, main class manifest for archive file)

CreateDummyFile2.pdf (67 KB, this documentation in Adobe Acrobat format)

GnuPublicLicense3.txt (35 KB, legal notice)

RunJavaPrograms.pdf (60 KB, more notes about running Java)

To run the program on Windows, start a DOS command prompt, which is Start button, Programs, Accessories, Command Prompt on Windows XP/Vista/7. Change to the folder with the program files and run the program with a “java” command:

c:

```
cd \java
java CreateDummyFile2
```

The program name “CreateDummyFile2” must appear exactly as shown; uppercase and lowercase letters are different in Java names. One complication may arise when trying to run this program. Java looks for an environment variable called CLASSPATH. If it finds this variable, then that is a list of folders where it looks for \*.class files. It won’t look anywhere else, not even in the current directory, unless the path contains “.” as one of the choices. The symptom is an error message that says:

```
Exception in thread "main" java.lang.NoClassDefFoundError: CreateDummyFile2
```

To find out if your system has a CLASSPATH variable defined, type the following command in a DOS window:

```
set CLASSPATH
```

To temporarily change the CLASSPATH variable to the current directory, use the following command line:

```
java -cp . CreateDummyFile2
```

To permanently change the CLASSPATH, you must find where it is being set. This is in Control Panel, System, Advanced, Environment Variables on Windows XP/Vista/7.

## Removal or Uninstall

To remove this program from your computer, delete the installation files listed above. If the folder that contained the files is now empty, you may also delete the folder ... if you created the folder, of course, not the system. If you created desktop shortcuts or Start menu items, then delete those too. There are no hidden configuration or preference files, and no information is stored in the Windows system registry. You don’t need an “uninstall” program.

---

file: CreateDummyFile2.doc 2024-08-04