

## **Introduction to C# File Handling:**

*A file is a collection of data or information stored in a disk with a specific name and directory path. The created file has properties like the date (when it got created), size, path (where it was saved), etc. When you read or write the data to a file, then it becomes a stream. Here stream means a communication medium through which the sequence of bytes passes. The file operation is like reading, where we read the data from a file, writing, where we write to a file by removing the existing content, and in appending, we write to a file by keeping the existing data and adding new data at the end of a file. C# supports file handling through the classes in the System.IO namespace. This namespace contains types that allow reading and writing to files and data streams. Following is the list of classes and its description.*

<b>Classes</b>	<b>Description</b>
BinaryReader	It reads primitive data from a binary stream
BinaryWriter	It writes primitive data in binary to a stream
BufferedStream	It is temporary storage for a stream of bytes
Directory	It is used to manipulate a directory structure

DirectoryInfo	It is used to perform operations on directories
DriveInfo	It provides information for the drives
File	It is used to manipulate files
FileInfo	It is used to perform operations on files
FileStream	It is used to read from and write data to a file
MemoryStream	It is used for random access to streamed data stored in memory
Path	It is used to perform the operations on path information
StreamReader	It is used for reading characters from a byte stream
StreamWriter	It is used for writing characters to a stream
StringReader	It is used for reading from a string buffer

StringWriter	It is used for writing into a string buffer
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