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## System.IO.FileStream

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### System.IO.FileStream

- Stream represents flow of data.
- FileStream can read data from a file or write data to a file, in byte[ ] format.
- It can create new file, append existing file, and read existing file.

#### FileStream

```
FileStream fs = new FileStream("c:\\sample.txt", FileMode.Create, FileAccess.Write);  
byte[] barray = System.Text.Encoding.ASCII.GetBytes("some content");  
fs.Write(barray, 0, barray.Length);  
fs.Close();
```

### Members of System.IO.FileStream

#### Properties

- No Properties

#### Constructors

- **FileStream**(string path, FileMode mode)
- **FileStream**(string path, FileMode mode, FileAccess access)

#### Methods

- void **Write**(byte[] array, int offset, int count)
- int **Read**(byte[] array, int offset, int count)