**Part 1**

\*Some new code will be introduced in this lab

1. Display the current directory the program is executing in.
2. Use FileStream to create a new file.
3. Use StreamWriter to write to the new file that was created.
4. Check if the new file exists already and display whether or not it does.
5. Create a new file and write random characters inside of it on multiple lines.
6. Read in the new file’s contents and store it into (1) a string and (2) an array (each line is an element of the array).

**Part 2**

Using the examples from Part 1, write your own custom code that correctly implements the following:

* File.WriteAllLines: Writes an array of strings to a file, one line per string.
* File.WriteAllText: Writes a string to a file.
* File.AppendAllLines: Appends an array of strings to a file, one line per string.
* File.AppendAllText: Appends a string to a file.

**Quiz 2 Extra Credit:**

Use Directory.CreateDirectory to create a new directory. First check if the directory already exists (Directory.Exists)