**File I/O**

FileStream

StreamReader

StreamWriter

**FileStream**

FileStream object\_name = new FileStream(FileName(name/path), fileMode,FileAccess)

**Example**

FileStream exampleFile = new FileStream (D:\\example.doc, FileMode.Create, fileAccess.ReadWrite)

**FileMode**

Append, create, open, openorCreate

**FileAccess**

Read, write, read/write

**Example Program creating a blank file using filestream**

using System;

using System.IO;

namespace ConsoleApplication1

{

class Program

{

static void Main(string[] args)

{

FileStream fs = new FileStream ("D:\\test.doc", FileMode.Create, FileAccess.ReadWrite);

fs.Close();

Console.WriteLine("File has been created");

Console.ReadKey();

}

}

}

**Example Program appending to an already created file using filestream**

using System.Text;

using System;

using System.IO;

namespace ConsoleApplication1

{

class Program

{

static void Main(string[] args)

{

FileStream fs = new FileStream ("D:\\test.doc", FileMode.Append);

byte[] bdata=Encoding.Default.GetBytes("Hello Cyprus International University");

fs.Write(bdata, 0, bdata.Length);

fs.Close();

Console.WriteLine("successfully saved data");

Console.ReadKey();

}

}

}

**Example Program opening or creating a file and appending using filestream**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.IO;

namespace ConsoleApplication1

{

class Program

{

static void Main(string[] args)

{

FileStream fs = new FileStream ("D:\\testfile.doc", FileMode.OpenOrCreate, FileAccess.ReadWrite);

for (int i = 1; i <= 20; i++) {

fs.WriteByte((byte)i);

}

fs.Position=0;

for (int i = 1; i <= 20; i++){

Console.WriteLine(fs.ReadByte()+" ");

}

fs.Close();

Console.WriteLine("successfully saved data");

Console.ReadKey();

}

}

}