**Windows.Storage.Streams Namespace**

Provides support for reading to and writing from sequential and random access streams.

A stream is an abstraction of a sequence of bytes, such as a file, I/O device, or a socket. You can perform asynchronous read, write, and seek operations on a stream.

**Classes**

Buffer Provides a default implementation of the IBuffer interface and its related interfaces.

DataReader Reads data from an input stream.

DataReaderLoadOperation Loads data from an input stream.

DataWriter Writes data to an output stream.

DataWriterStoreOperation Commits data in a buffer to a backing store.

FileInputStream Reads data from a file.

FileOutputStream Writes data to a file.

FileRandomAccessStream Supports reading and writing to a file at a specified position.

InMemoryRandomAccessStream Provides random access of data in input and output streams that are stored in memory instead of on disk.

InputStreamOverStream Provides a Windows Runtime input stream for an IStream base implementation.

OutputStreamOverStream Provides a Windows Runtime output stream for an IStream base implementation.

RandomAccessStream Provides random access of data in input and output streams.

RandomAccessStreamOverStream Provides a Windows Runtime random access stream for an IStream base implementation.

RandomAccessStreamReference Provides random access of data in input and output streams for a file.

**Interfaces**

IBuffer Represents a referenced array of bytes used by byte stream read and write interfaces. Buffer is the class implementation of this interface.

IContentTypeProvider Characterizes the format of the data.

IDataReader Provides read access to an input stream.

IDataWriter Provides write access to an output stream.

IInputStream Represents a sequential stream of bytes to be read.

IInputStreamReference Enables a Windows Runtime component to provide sequential read access to an encapsulated stream.

IOutputStream Represents a sequential stream of bytes to be written.

IRandomAccessStream Supports random access of data in input and output streams.

IRandomAccessStreamReference Enables a Windows Runtime component to provide access to an encapsulated stream.

IRandomAccessStreamWithContentType Supports random access of data in input and output streams for a specified data format.

**Enums**

ByteOrder Specifies the byte order of a stream.

FileOpenDisposition Enumeration values for actions to take on a file.

InputStreamOptions Specifies the read options for an input stream.

UnicodeEncoding Specifies the type of character encoding for a stream.