

# Reading from and Writing to Files

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# Agenda



**Working with files from C#**

**Reading and writing text**



# Demo



## Setting up the application's structure



# Working with Files from C#

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# Working with Files and Directories



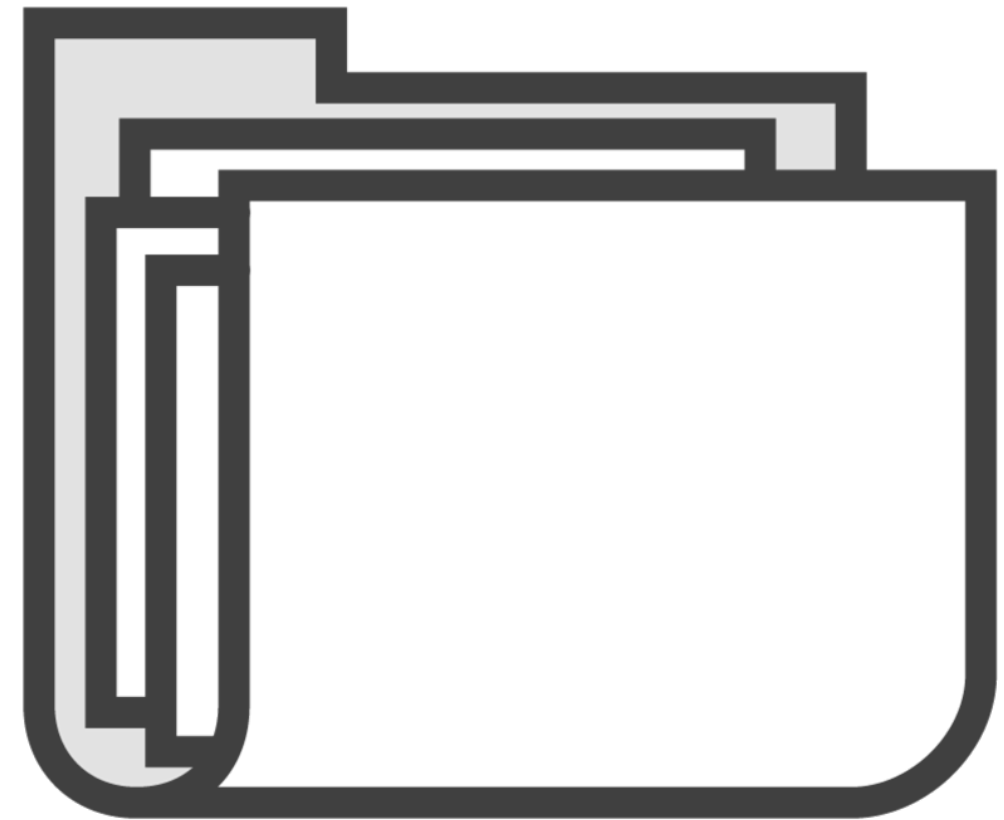
**Store text**



**Save image**



**Read from file**





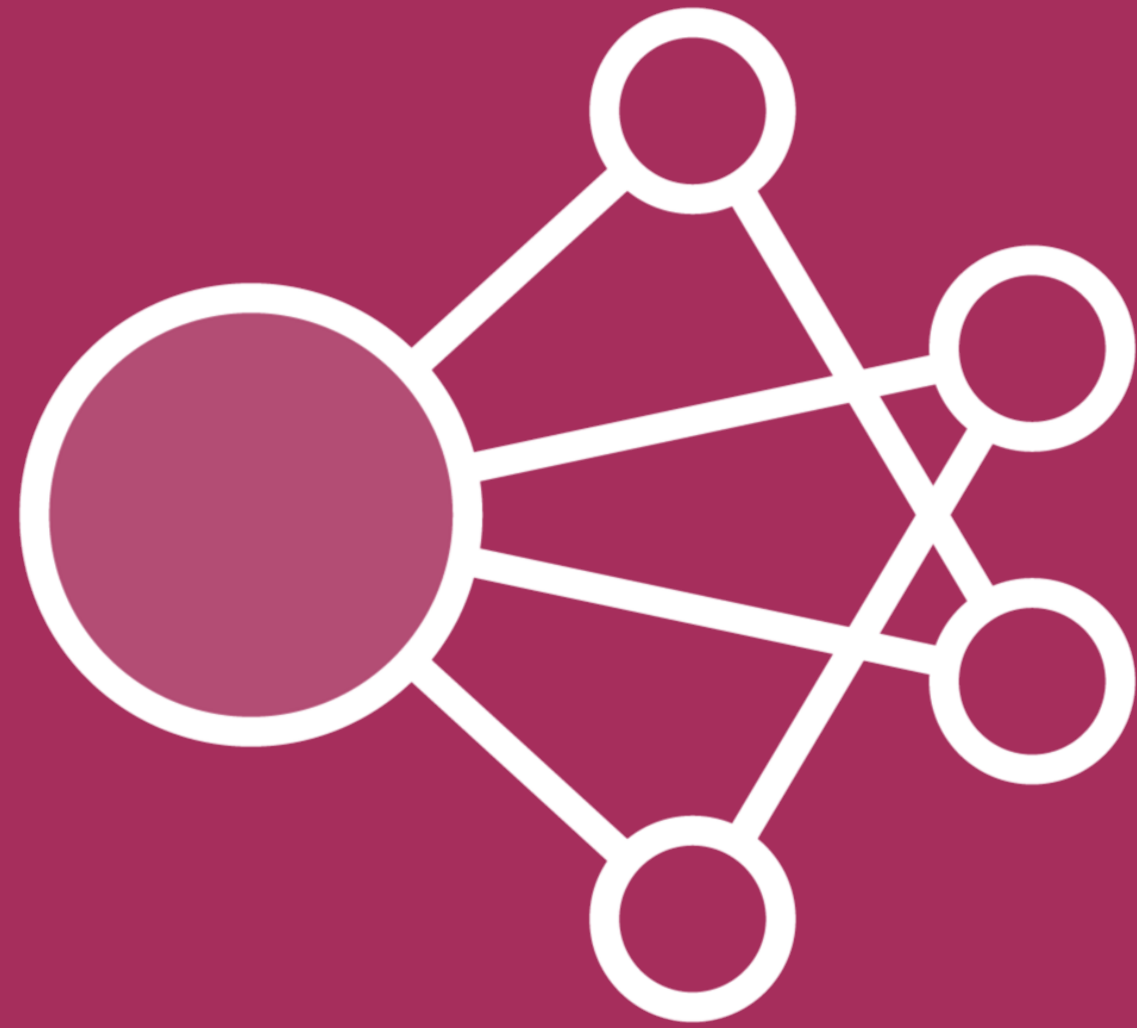
# Working with Files and Directories

System.IO namespace

File, Directory and Path class

FileInfo and DirectoryInfo are alternatives





# Reminder: Namespaces

Grouping of classes in .NET

System.IO contains classes related to files and  
directories



# Working with System.IO.Directory Class



## **Available functionalities**

- CreateDirectory(path)
- Exist(path)
- Delete(path)





# Working with System.IO.File Class



## Available functionalities

- Move(source, destination)
- Copy(source, destination)
- Exist(path)
- Delete(path)
- ReadAllText(path)
- WriteAllText(path, text)

```
string path = @"D:\file.txt";
```

```
if(File.Exists(path))  
    File.Delete(path);
```

## Checking if a File Exists

# Demo



## Working with the Directory and File classes



# Reading and Writing Text

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# Reading and Writing to a File

**File**

**FileStream**

**StreamReader &  
StreamWriter**



```
string path = @"D:\sample.txt";  
  
string[] lines;  
  
lines = File.ReadAllLines(path);
```

Reading from a File

```
File.WriteAllText(path, employees);
```

Writing to a File

# Demo



**Writing to a file**

**Reading from a file**





# Summary



**File and Directory classes are used to create files and directories**

**Can also be used for simple IO operations**





**Up next:**  
Working with exceptions

