```csharp
1  //using is a directive
2  //System is a name space
3  //name space is a collection of features that our needs to run
4  using System;
5  using System.IO;//needed for files
6  using System.Diagnostics;//needed for Process.Start
7  //public means accessible anywhere
8  //partial means this class is split over multiple files
9  //class is a keyword and think of it as the outermost level of grouping
10 //:System.Web.UI.Page means our page inherits the features of a Page
11 public partial class _Default : System.Web.UI.Page
12 {
13     protected void Button2_Click(object sender, EventArgs e)
14     {
15         try //this is needed so that errors can be caught
16         {
17             //enclose Streams inside usings because streams deal with low level access
18             using (StreamWriter sw = new StreamWriter(TextBox1.Text))
19             {
20                 sw.Write(TextBox2.Text); //this writes the text to a file
21             }
22         }
23         catch(Exception ex)
24         {
25             sampLabel.Text = ex.Message;
26         }
27         Process.Start("notepad.exe", TextBox1.Text);
28     }
29
30     protected void Button1_Click(object sender, EventArgs e)
31     {
32         try //same as try above
33         {
34             //save as StreamWriter above
35             using (StreamReader sr = new StreamReader(TextBox1.Text))
36             {
37                 //read file contents into label text property
38                 sampLabel.Text = sr.ReadToEnd();
39             }
40         }
41         catch (Exception ex)
42         {
43             sampLabel.Text = ex.Message;
44         }
45     }
46 }
47
```