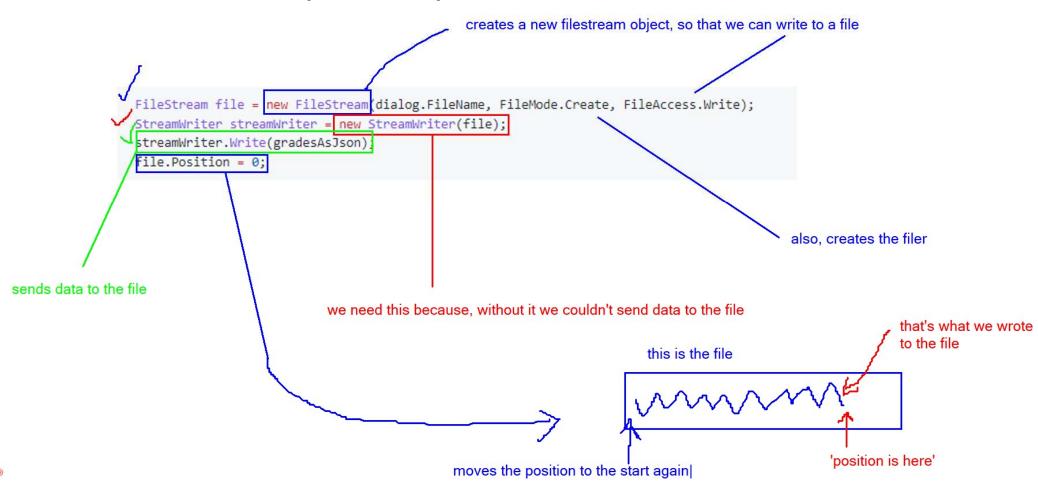
Lab 6 review

```
FileStream file = new FileStream(dialog.FileName, FileMode.Create, FileAccess.Write);

StreamWriter streamWriter = new StreamWriter(file);

streamWriter.Write(gradesAsJson);

file.Position = 0;
```



```
streamWriter.Close();
streamWriter.Dispose();
file.Close();
file.Dispose();
```

```
Cleans up writing to the file and makes the file available to other applications.

streamWriter.Close();

streamWriter.Dispose();

Cleans up objects created on the heap that are not .Net objects but were created by .Net code. (i.e. stops memory leaks)
```

What is *newtonsoft.json*? Where does it come from?

List<Grade> grades

var gradesAsJson = JsonConvert.SerializeObject(grades, Newtonsoft.Json.Formatting.Indented);