

Lab 6 review

How would you explain this?

```
FileStream file = new FileStream(dialog.FileName, FileMode.Create, FileAccess.Write);  
StreamWriter streamWriter = new StreamWriter(file);  
streamWriter.Write(gradesAsJson);  
file.Position = 0;
```

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```

creates a new filestream object, so that we can write to a file

also, creates the filer

sends data to the file

we need this because, without it we couldn't send data to the file

this is the file

that's what we wrote
to the file

'position is here'

moves the position to the start again|



How would you explain this?

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

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

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

```
file.Close();  
file.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?

How would you explain this?

```
List<Grade> grades
```

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