✕   **Working with Files**   💬

Reading from Files

You can read the content of a file using the ReadAllText method of the File class:

```cs
string txt = File.ReadAllText("test.txt");
Console.WriteLine(txt);
```

Try it Yourself

This will output the content of the test.txt file.

The following methods are available in the File class:

AppendAllText() – appends text to the end of the file.

Create() – creates a file in the specified location.

Delete() – deletes the specified file.

Exists() – determines whether the specified file exists.

Copy() – copies a file to a new location.

Move() – moves a specified file to a new location

⚠ All methods automatically close the file after performing the operation.

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