FileStream stream = new FileStream("picture.png", FileMode.Open, FileAccess.Read);

Image i = new Image();

BitmapImage src = new BitmapImage();

src.BeginInit();

src.StreamSource = stream;

src.EndInit();

i.Source = src;

i.Stretch = Stretch.Uniform;

panel.Children.Add(i);

The problem: stream stays open. If you close it at the end of this method, the image will not show up. This means that the file stays write-locked on the system.

Solution 2: MemoryStream

This is basically solution 1 but you read the file into a memory stream and pass that memory stream as the argument.

MemoryStream ms = new MemoryStream();

FileStream stream = new FileStream("picture.png", FileMode.Open, FileAccess.Read);

ms.SetLength(stream.Length);

stream.Read(ms.GetBuffer(), 0, (int)stream.Length);

ms.Flush();

stream.Close();

Image i = new Image();

BitmapImage src = new BitmapImage();

src.BeginInit();

src.StreamSource = ms;

src.EndInit();

i.Source = src;

i.Stretch = Stretch.Uniform;

panel.Children.Add(i);