Assignment Topic: File Handling

B1. WAP to create file.

```
fun main(){
    var file: File = File("E:\\first.txt")
    var out:FileOutputStream = FileOutputStream(file)
    out.write(2)
}
```

B2. WAP to read contents of file

```
fun main(){
    var file = File("E:\\first.txt")
    var out = FileInputStream(file)
    var byte = ByteArray(out.available())
    out.read(byte)
    println(String(byte))
}
```

B3. WAP to write content in a file

```
fun main(){
    var file = File("E:\\first.txt")
    var out = FileOutputStream(file)
    var s = "Hello"
    out.write(s.toByteArray())
}
```

B4. WAP to append text in a file

```
fun main(){
    var file = File("E:\\first.txt")
    var out =
FileOutputStream(file,true).bufferedWriter().use {
        it.append("abcd")
    }
}
```

B5. WAP to check if file exist

```
fun main(){
    var file = File("E:\\first.txt")
```

```kotlin
    println(file.exists())
}
```

B6. WAP to copy a file to other

```kotlin
fun main(){
    var file1 = File("E:\\first.txt")
    var file2 = File("E:\\second.txt")
    file1.copyTo(file2)
}
```

B7. WAP to iterate through all files in a directory

```kotlin
File("E:\\dir").walk().forEach {
    println(it)
}
```

B8. WAP to delete all file from a directory recursively

```kotlin
fun main(){
    File("E:\\dir").walk().forEach {
        delete(it)
    }
}
fun delete(file:File){
    file.delete()
}
```