

FILE I/O IN C#

- C# has libraries to deal with data stored in file.
- When files are opened, we can read or write to them using streams
- A Stream is a sequence of bytes
- Main namespace: System.IO

FILE I/O CLASSES

- File: Static class that provides basic methods for creating, copying, deleting, and opening files.
- FileInfo: Can get information about files, and can be used to create file streams.
- FileStream: Provide a Stream to a file to do read and write.
- Directory: Static class that provides basic methods for creating, copying, deleting, and opening directories.

FILE I/O CLASSES

- `DirectoryInfo`: Can get information about directories.
- `StreamReader`: Provides support to read characters from a stream.
- `StreamWriter`: Provides support to write characters to a stream.

HOW TO WRITE TEXT TO FILES USING STREAMWRITER

```
StreamWriter writer = new StreamWriter("file1.txt");  
writer.Write("Word ");  
writer.WriteLine("word 2");  
writer.WriteLine("Line");
```

HOW TO READ TEXT FROM FILES USING STREAMREADER

```
StreamReader reader = new StreamReader("file.txt");  
while (true)  
{ string line = reader.ReadLine();  
  if (line == null)  
  { break; }  
  Console.WriteLine(line); // print line  
}
```