

FileInfo Class

[This documentation is for preview only, and is subject to change in later releases. Blank topics are included as placeholders.]

Provides properties and instance methods for the creation, copying, deletion, moving, and opening of files, and aids in the creation of [FileStream](#) objects. This class cannot be inherited.

Inheritance Hierarchy

[System.Object](#)
[System.MarshalByRefObject](#)
[System.IO.FileSystemInfo](#)
System.IO.FileInfo

Namespace: [System.IO](#)

Assembly: System.IO (in System.IO.dll)

Syntax

VB

```
'Declaration
<SerializableAttribute> _
Public NotInheritable Class FileInfo _
    Inherits FileSystemInfo
```

The FileInfo type exposes the following members.

Constructors

	Name	Description
	FileInfo	Initializes a new instance of the FileInfo class, which acts as a wrapper for a file path.

[Top](#)

Properties

	Name	Description
	Attributes	Gets or sets the attributes for the current file or directory. (Inherited from FileSystemInfo .)
	CreationTime	Gets or sets the creation time of the current file or directory. (Inherited from FileSystemInfo .)
	CreationTimeUtc	Gets or sets the creation time, in coordinated universal time (UTC), of the current file or directory. (Inherited from FileSystemInfo .)
	Directory	Gets an instance of the parent directory.
	DirectoryName	Gets a string representing the directory's full path.
	Exists	Gets a value indicating whether a file exists. (Overrides FileSystemInfo.Exists .)
	Extension	Gets the string representing the extension part of the file. (Inherited from FileSystemInfo .)
	FullName	Gets the full path of the directory or file. (Inherited from FileSystemInfo .)
	LastAccessTime	Gets or sets the time the current file or directory was last accessed. (Inherited from FileSystemInfo .)
	LastAccessTimeUtc	Gets or sets the time, in coordinated universal time (UTC), that the current file or directory was last accessed. (Inherited from FileSystemInfo .)
	LastWriteTime	Gets or sets the time when the current file or directory was last written to. (Inherited from FileSystemInfo .)
	LastWriteTimeUtc	Gets or sets the time, in coordinated universal time (UTC), when the current file or directory was last written to. (Inherited from FileSystemInfo .)
	Length	Gets the size, in bytes, of the current file.
	Name	Gets the name of the file. (Overrides FileSystemInfo.Name .)

[Top](#)

Methods

	Name	Description
	Create	Creates a file.

	Delete	Permanently deletes a file. (Overrides FileSystemInfo.....Delete() .)
	Equals(Object)	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	Refresh	Refreshes the state of the object. (Inherited from FileSystemInfo .)
	ToString	Returns the path as a string. (Overrides Object.....ToString() .)

[Top](#)

Remarks

Use the FileInfo class for typical operations such as copying, moving, renaming, creating, opening, deleting, and appending to files.

If you are going to reuse an object several times, consider using the instance method of FileInfo instead of the corresponding static methods of the [File](#) class, because a security check will not always be necessary.

In members that accept a path, the path can refer to a file or just a directory. The specified path can also refer to a relative path or a Universal Naming Convention (UNC) path for a server and share name. For example, all the following are acceptable paths:

- "c:\\MyDir\\MyFile.txt" in C#, or "c:\\MyDir\\MyFile.txt" in Visual Basic.
- "c:\\MyDir" in C#, or "c:\\MyDir" in Visual Basic.
- "MyDir\\MySubdir" in C#, or "MyDir\\MySubDir" in Visual Basic.
- "\\MyServer\\MyShare" in C#, or "\\MyServer\\MyShare" in Visual Basic.

Thread Safety

Any public **static** (**Shared** in Visual Basic) members of this type are thread safe. Any instance members are not guaranteed to be thread safe.

See Also

Reference

[System.IO Namespace](#)