# Performing File Input/Output

Writing data to files is critical in ensuring permanent storage of information. We will use two types of objects to write and read files. These objects are very similar to the Console class that we used all of the first semester. These objects have a **ReadLine**, **Write** and **WriteLine** methods similar to the one that you are familiar in the Console class

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| Below is a recipe for writing to a file. | Below is a recipe for reading from a file |
| Add the necessary using statement: using System.IO; Declare and initialise the object to write: TextWriter writer = new StreamWriter(filename); Do some writing: writer.Write("Mulroney");  writer.WriteLine("Harper"); Now close the file: writer.Close(); | Add the necessary using statement: using System.IO; Declare and initialise the object to write: TextReader reader = new StreamReader(filename); Do some reading: reader.ReadLine(); Now close the file: reader.Close(); |

# Task: (To demo to instructor)

1. Create a new console project
2. Add two static methods that take a string representing a filename. One of the methods will create a file and write some text in it. Your contents must include your name, current time (use **DateTime.Now**) and a table. The other method will read a file and display the content on the screen.
3. From the Main, call the method to write the file (you should give it an extension of “txt”), locate the file and view the contents. The file will be created in the **bin\debug** folder of your project.
4. Now call the method to read the file. Do you see the contents on screen?