**File Handling**

1. File Types

* XML, which stands for Extensible Markup Language is a way to store data in a structured format. Think of it like a box where you can organize your information using labels (called tags). Example - in our program, we use tags like <User> to define a user and <Name> to specify the user's name.
* HTML stands for Hypertext Markup Language. It is the standard language used to create web pages. Think of HTML as the blueprint for a house. It tells the web browser how to display text, images and links on a webpage.

1. Reading Files

* Checking if the File Exists - In C# we use a method called File.Exists(). This method checks the specified location to see if the file is there.
* Reading Files - If the file is found we can then read its content using File.ReadAllText(). This method reads everything inside the file at once and gives us the text as a string (a sequence of characters).

1. Writing Files

* Creating or Overwriting Files - When we want to save new information to a file we use File.WriteAllText().
* This method allows us to create a new file or overwrite an existing one. Overwriting means that if the file already has some content that old content will be completely replaced with the new information we provide.

1. Appending Data

* Sometimes we want to add new information to a file without losing what’s already there. For this we use a special tool called StreamWriter.
* When we create a StreamWriter we can specify that we want to append data to the file instead of overwriting it. This is done by using the option append: true.