

Create files and directories

2 minutes

100 XP

Creating and deleting new files and directories programmatically is a common requirement for line-of-business applications.

So far, you've learned how to work with files and directories by using the `Directory` class. You can also use the `Directory` class to create, delete, copy, move, and otherwise manipulate directories on a system programmatically. You can use an analogous class, `File`, to do the same on files.

Here, you learn how to use the `Directory` and `File` classes to create directories and files.

Create directories

Use the `Directory.CreateDirectory` method to create directories. The following method creates a new folder called *newDir* inside the *201* folder:

C#

Copy

```
Directory.CreateDirectory(Path.Combine(Directory.GetCurrentDirectory(), "stores", "201", "newDir"));
```

If */stores/201* doesn't already exist, it's created automatically. The `CreateDirectory` method doesn't fail. It creates any directories and subdirectories passed to it.

Make sure directories exist

Sometimes, you need to check if a directory already exists. For example, you might need to check before you create a file in a specified directory to avoid an exception that could cause your program to stop abruptly.

To see if a directory exists, use the `Directory.Exists` method:

C#

Copy

```
bool doesDirectoryExist = Directory.Exists(filePath);
```

Create files

You can create files by using the `File.WriteAllText` method. This method takes in a path to the file and the data you want to write to the file. If the file already exists, it's overwritten.

For instance, this code creates a file called *greeting.txt* with the text "Hello World!" inside:

C#

Copy

```
File.WriteAllText(Path.Combine(Directory.GetCurrentDirectory(), "greeting.txt"), "Hello World!");
```

In the next exercise, you use your knowledge of how to create files and directories to extend the program by creating a directory that stores the total of all the individual stores' sales files.