

## Chapter2 Lesson 2:

UWP Form (Edit and Read) \*almost same as create form

A Universal Windows Platform (UWP) app can run on any Windows-based device, from your phone to your tablet or PC.

Designing an app that looks good on such a wide variety of devices can be a big challenge. So how do you go about designing an app that provides a great UX on devices with dramatically different screen sizes and input methods? Fortunately, the Universal Windows Platform (UWP) provides a set of built-in features and universal building blocks that help you do just that.

### Writing to a file

Here's how to write to a writable file on disk using the **StorageFile** class. The common first step for each of the ways of writing to a file (unless you're writing to the file immediately after creating it) is to get the file with

#### **StorageFolder.GetFilesAsync.**

```
Windows.Storage.StorageFolder storageFolder =  
Windows.Storage.ApplicationData.Current.LocalFolder;  
Windows.Storage.StorageFile sampleFile =  
await storageFolder.GetFilesAsync("sample.txt");
```

### Reading from a file

Here's how to read from a file on disk using the **StorageFile** class. The common first step for each of the ways of reading from a file is to get the file with

#### **StorageFolder.GetFilesAsync.**

```
Windows.Storage.StorageFolder storageFolder =
```

```
Windows.Storage.ApplicationData.Current.LocalFolder;  
Windows.Storage.StorageFile sampleFile =  
await storageFolder.GetFilesAsync("sample.txt");
```