string path = @"C:\Users\ENVY\Documents\data\Chapter03";

Write("Press R for readonly or W for Write: ");

ConsoleKeyInfo key = ReadKey();

WriteLine();

Stream s = null;

if (key.Key == ConsoleKey.R)

{

s = File.Open(

Path.Combine(path, "file.txt"),

FileMode.OpenOrCreate,

FileAccess.Read);

}

else

{

s = File.Open(

PathCombine(path, "file.txt"),

FileMode.OpenOrCreate,

FileAccess.Write);

}

string message = string.Empty;

switch (s)

{

case FileStream writeableFile when s.CanWrite:

message = "The stream is a file that I can write to.";

break;

case FileStream readOnlyFile:

message = "The stream is a read-only file.";

break;

case MemoryStream ms:

message = "The stream is a memory address.";

break;

default: //always evaluated last despite its current position

message = "The stream is some other type.";

break;

case null:

message = "The stream is null.";

break;

}

WriteLine(message);