```csharp
using System;

using System.Collections.Generic;

using System.IO;


public class Student

{

    public int Roll { get; set; }

    public string Name { get; set; }

    public int Age { get; set; }

    public string Branch { get; set; }


    public Student(int roll, string name, int age, string branch)

    {

        Roll = roll;

        Name = name;

        Age = age;

        Branch = branch;

    }


    public void CreateFile()

    {

        FileStream fs = new FileStream("student.txt", FileMode.Create, FileAccess.Write);

        StreamWriter sw = new StreamWriter(fs);

        sw.WriteLine("Roll No:" + Roll);

        sw.WriteLine("Name:" + Name);

        sw.WriteLine("Age:" + Age);

        sw.WriteLine("Branch:" + Branch);

        sw.Close();
```

```csharp
        fs.Close();

    }


    public void ReadFile()

    {

        FileStream fs = new FileStream("student.txt", FileMode.Open,
FileAccess.ReadWrite);

        StreamReader sr = new StreamReader(fs);

        Console.WriteLine(sr.ReadLine());

    }

}


public class Program

{

    public static void Main(string[] args)

    {

        Student st = new Student(1, "Snehil", 23, "CSE");

        st.CreateFile();

        st.ReadFile();

    }

}
```