Agar aapka folder structure aisa hai:

MyProject

├── UploadFiles

│ └── Images

Aur aap image UploadFiles/Images me save karna chahte hain (i.e. **project root** me, **wwwroot ke bahar**), to Path.Combine aap is tarah likhenge:



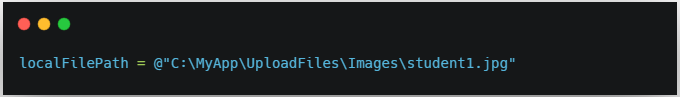
**🔍 Explanation:**

* \_evm.ContentRootPath → aapke project ka **root path** deta hai.
* "UploadFiles" → root ke andar folder.
* "Images" → uske andar subfolder.
* fileNameWithExtension → jaise "student1.jpg"

**🔧 Example:**

Agar ContentRootPath = "C:\MyApp"  
Aur fileNameWithExtension = "student1.jpg"

To:



**🛑 Important:**

Agar ye image aapko **browser se access** karni ho (public URL), to ye folder **wwwroot ke andar hona chahiye**.  
Warna aapko manual static file configuration karni padegi.

Aap chahein to aapki structure aise bhi ho sakti hai:

wwwroot

└── UploadFiles

└── Images



👉 Use WebRootPath jab wwwroot ke andar save karna ho.  
👉 Use ContentRootPath jab project root ke andar (but outside wwwroot) save karna ho.

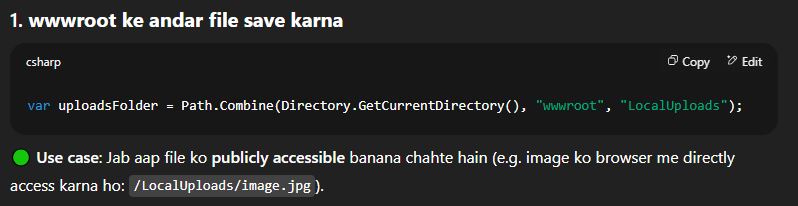
**Note: IWebHostEnvironment is not required**

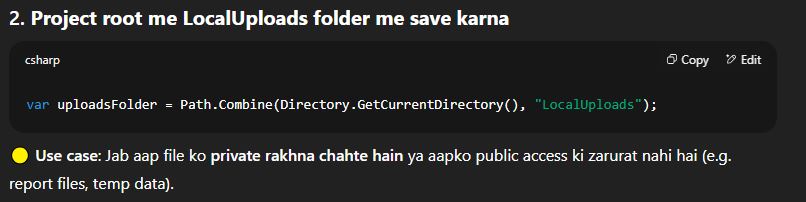
//To store uploads inside wwwroot, using Directory.GetCurrentDirectory():

var uploadsFolder = Path.Combine(Directory.GetCurrentDirectory(), "wwwroot", "LocalUploads", fileNameWithExtension);

// Save the file to a local folder called "LocalUploads in project root

var uploadsFolder = Path.Combine(Directory.GetCurrentDirectory(), "LocalUploads", fileNameWithExtension);





There are two ways to access folder **IwebHostEnvironment and**