Creating and opening a file

Var path = @”file.txt”;

**FileStream fs = new FileStream(path, FileMode.OpenOrCreate);**

**1) Append: It opens the file if it exists and places the cursor at the end of the file or creates a new file**

**2) Create: It creates a new file**

**3) CreateNew: It specifies to an operating system that a new file should be created**

**4) Open: It opens an existing file**

**5) OpenOrCreate: It specifies to the system that open a file I it exists, else create a new file**

**6) Truncate: It opens an existing file. When opened, the file should be truncated, the size of the file is zero bytes.**