Id will be dynamicall y created

```
Saving a fine in another location apart from root directory
```

```
string root = HttpContext.Current.Server.MapPath("~");
                          string parent = Path.GetDirectoryName(root);
                          string grandParent = Path.GetDirectoryName(parent);
                                                                                            Create a
                         Directory.CreateDirectory(grandParent + @"\MyWeb
\Content\Myfiles _files" + "\\" + Id);
                                                                                           folder"<mark>Id</mark>"
var filePath = grandParent + @"\ MyWeb \Content\ Myfiles
_files" + "\\" + Id + "//" + postedFile.FileName;
                          postedFile.SaveAs(filePath);
  var found = EntityObj.dl_Images.ToList().Where(x => x.id == Id).FirstOrDefault();
                found.file_path = "/Content/ Myfiles_files/" + Id + "/" + +
postedFile.FileName;
                 EntityObj.Entry(found).State =
System.Data.Entity.EntityState.Modified;
                 EntityObj.SaveChanges();
                                                                                 While saving to data
                                                                                    base the path
```