



# Module 1 Day 16

File I/O: Writing Files

# Exercise Notes

- Use try / catch
  - At the very least, `File.Exists()`
- Tell the user what's going on
- Copying a file to the run folder

# Writing to a File

- Use a *StreamWriter*
- Write and WriteLine methods
- Flush method writes any *buffered* data
- Dispose does that for you (using)



Let's  
Code