

Reading from and Writing to Files



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Overview



Working with files from C#
Reading and writing text



Demo



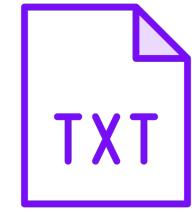
Setting up the application's structure



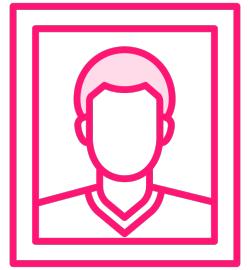
Working with Files from C#



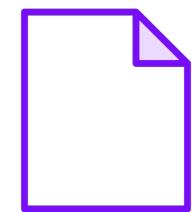
Working with Files and Directories



Store text



Save image



Read from file





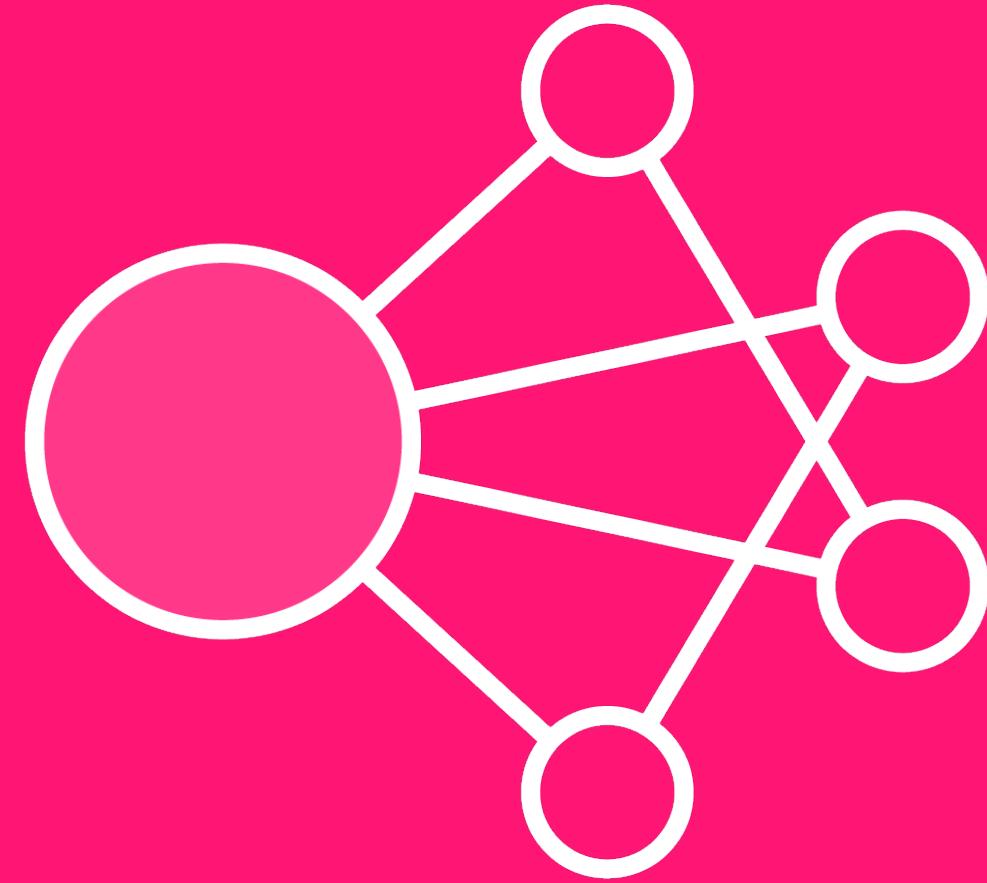
Working with Files and Directories

System.IO namespace

File, Directory and Path class

FileInfo and DirectoryInfo are
alternatives





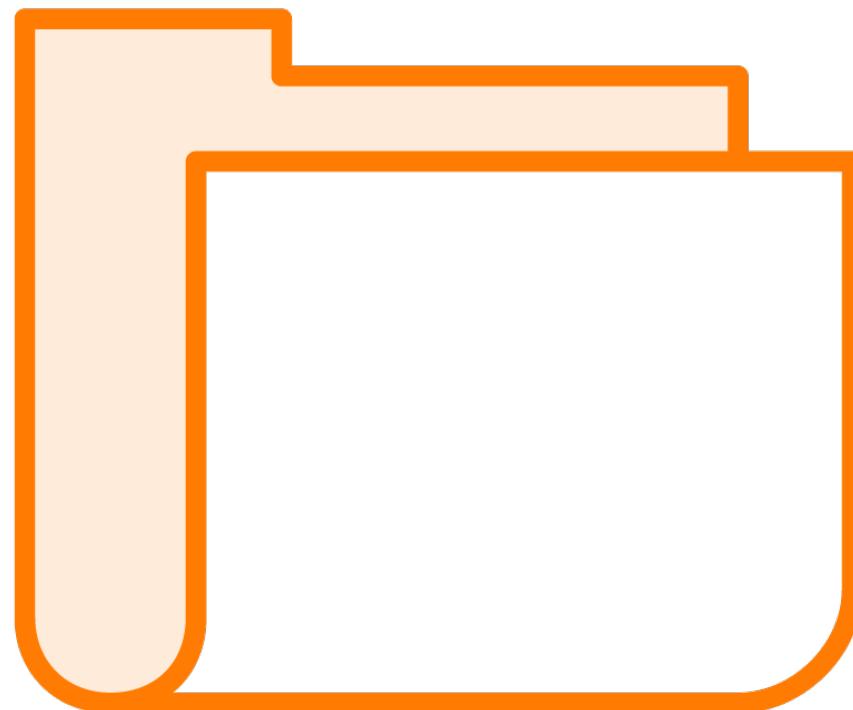
Reminder: Namespaces

Grouping of classes in .NET

**System.IO contains classes related to files and
directories**



Working with System.IO.Directory Class

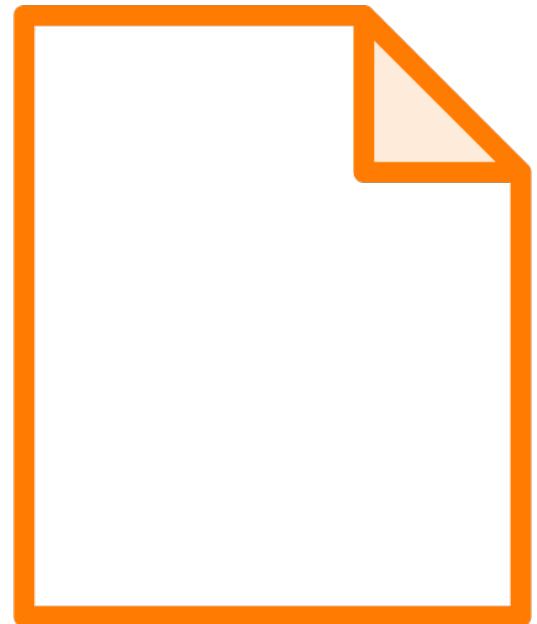


Available functionalities

- CreateDirectory(path)
- Exist(path)
- Delete(path)



Working with System.IO.File Class



Available functionalities

- Move(source, destination)
- Copy(source, destination)
- Exist(path)
- Delete(path)
- ReadAllText(path)
- WriteAllText(path, text)



```
string path = @"D:\file.txt";  
  
if(File.Exists(path))  
    File.Delete(path);
```

Checking if a File Exists



Demo



Working with the Directory and File classes





Reading and Writing Text

Reading and Writing to a File

File

FileStream

StreamReader &
StreamWriter



```
string path = @"D:\sample.txt";  
  
string[] lines;  
  
lines = File.ReadAllLines(path);
```

Reading from a File



```
File.WriteAllText(path, employees);
```

Writing to a File



Demo



Writing to a file

Reading from a file



Summary



File and Directory classes are used to create files and directories

Can also be used for simple IO operations



Up Next:

Working with exceptions

