Module 1 Day 18

File I/O: Writing Files

What makes an application?

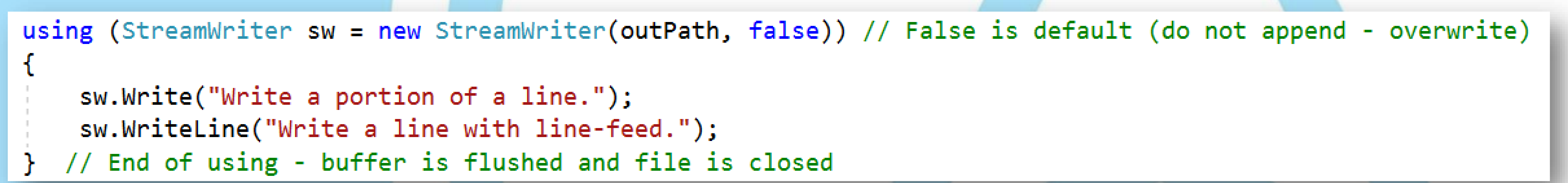
- Program Data
  - ✓ Variables & .NET Data Types
  - ✓ Arrays
  - ✓ More Collections (list, dictionary, stack, queue)
  - ✓ Classes and objects (OOP)

- Program Logic
  - ✓ Statements and expressions
  - ✓ Conditional logic (if)
  - ✓ Repeating logic (for, foreach, do, while)
  - ✓ Methods (functions / procedures)
  - ✓ Classes and objects (OOP)
  - ❑ Frameworks (MVC)

- Input / Output
  - User
    - ✓ Console read / write
    - ❑ HTML / CSS
    - ❑ Front-end frameworks (HTML / CSS / JavaScript)
  - Storage
    - ❖ File I/O
    - ❑ Relational database
    - ❑ APIs

Writing to a File

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



```
using (StreamWriter sw = new StreamWriter(outPath, false)) // False is default (do not append - overwrite)
{
    sw.Write("Write a portion of a line.");
    sw.WriteLine("Write a line with line-feed.");
}  // End of using - buffer is flushed and file is closed
```

Let's Code