**Lesson 2**

**Plan of the lesson**

 Access files and folders by using the File System classes. (Refer *System.IO* namespace)

* *File* class and *FileInfo* class
* *Directory* class and *DirectoryInfo* class
* *DriveInfo* class and *DriveType* enumeration
* *FileSystemInfo* class and *FileSystemWatcher* class
* *Path* class
* *ErrorEventArgs* class and *ErrorEventHandler* delegate
* *RenamedEventArgs* class and *RenamedEventHandler* delegate

 Manage byte streams by using *Stream* classes. (Refer *System.IO* namespace)

* *FileStream* class
* *Stream* class (not *Reader* and *Writer* classes because they are a separate objective)
* *MemoryStream* class
* *BufferedStream* class

 Manage the .NET Framework application data by using *Reader* and *Writer* classes. (Refer *System.IO* namespace)

* *StringReader* class and *StringWriter* class
* *TextReader* class and *TextWriter* class
* *StreamReader* class and *StreamWriter* class
* *BinaryReader* class and *BinaryWriter* class

 Compress or decompress stream information in a .NET Framework application (refer *System.IO.Compression* namespace) and improve the security of application data by using isolated storage. (Refer *System.IO.IsolatedStorage* namespace)

* *IsolatedStorageFile* class
* *IsolatedStorageFileStream* class
* *DeflateStream* class
* *GZipStream* class