using(StreamWriter writer = new StreamWriter("debug.txt", true))

{

writer.WriteLine("whatever you text is");

}

// Create a Text File

 private void btnCreate\_Click(object sender, EventArgs e)

   {

      FileStream fs = null;

      if (!File.Exists(fileLoc))

         {

             using (fs = File.Create(fileLoc))

             {

             }

         }

   }

 // Write to a Text File

 private void btnWrite\_Click(object sender, EventArgs e)

  {

     if (File.Exists(fileLoc))

         {

            using (StreamWriter sw = new StreamWriter(fileLoc))

            {

                sw.Write("Some sample text for the file");

            }

         }

  }

// Read From a Text File

private void btnRead\_Click(object sender, EventArgs e)

   {

      if (File.Exists(fileLoc))

        {

            using (TextReader tr = new StreamReader(fileLoc))

              {

                 MessageBox.Show(tr.ReadLine());

              }

       }

   }

// Copy a Text File

private void btnCopy\_Click(object sender, EventArgs e)

  {

      string fileLocCopy = @"d:\sample1.txt";

      if (File.Exists(fileLoc))

      {

           // If file already exists in destination, delete it.

           if (File.Exists(fileLocCopy))

               File.Delete(fileLocCopy);

               File.Copy(fileLoc, fileLocCopy);

       }

        }

// Move a Text file

  private void btnMove\_Click(object sender, EventArgs e)

   {

     // Create unique file name

 string fileLocMove = @"d:\sample1" + System.DateTime.Now.Ticks + ".txt";

    if (File.Exists(fileLoc))

       {

           File.Move(fileLoc, fileLocMove);

       }

  }

// Delete a text file

private void btnDelete\_Click(object sender, EventArgs e)

{

     if (File.Exists(fileLoc))

        {

            File.Delete(fileLoc);

        }

}