

## MODULE 1: INTRODUCTION TO PROGRAMMING

### File I/O - Writing Files





## Yesterday

- What are the two types of errors?
- What is a compile time error?
- What is a run-time error.
- How do we read files?
- What is a stream?

# Reading files

- What did we use to read files?
  - StreamReader
- 
- What do you suppose we used to write files?
  - StreamWriter

# Write out a directory listing

```
// Get the directories currently on the C drive.
DirectoryInfo[] cDirs = new DirectoryInfo(@"c:\").GetDirectories();
// Write each directory name to a file.
using (StreamWriter sw = new StreamWriter("CDriveDirs.txt"))
{
    foreach (DirectoryInfo dir in cDirs)
    {
        sw.WriteLine(dir.Name);
    }
}
```

# Buffers

- Write to disk as little as possible (it is expensive)
- Buffers are like buckets: They hold data until they are filled, then are emptied and filled again
- Data is held in a buffer in memory until the buffer is full or the buffer is flushed.



# LET'S CODE!



ELEVATE  YOURSELF

WHAT QUESTIONS DO  
YOU HAVE?



Reading for tonight:  
**EVERYTHING!**

