**BinaryWriter**

**public class BinaryWriter : IAsyncDisposable, IDisposable**

**Constructors**

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| [BinaryWriter()](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.-ctor?view=netcore-3.1#System_IO_BinaryWriter__ctor) | 初始化写入流的 [BinaryWriter](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter?view=netcore-3.1) 类的新实例。 |
| [BinaryWriter(Stream)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.-ctor?view=netcore-3.1#System_IO_BinaryWriter__ctor_System_IO_Stream_) | 基于所指定的流和特定的 UTF-8 编码，初始化 [BinaryWriter](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter?view=netcore-3.1) 类的新实例。 |
| [BinaryWriter(Stream, Encoding)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.-ctor?view=netcore-3.1#System_IO_BinaryWriter__ctor_System_IO_Stream_System_Text_Encoding_) | 基于所指定的流和特定的字符编码，初始化 [BinaryWriter](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter?view=netcore-3.1) 类的新实例。 |
| [BinaryWriter(Stream, Encoding, Boolean)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.-ctor?view=netcore-3.1#System_IO_BinaryWriter__ctor_System_IO_Stream_System_Text_Encoding_System_Boolean_) | 基于所提供的流和特定的字符编码，初始化 [BinaryWriter](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter?view=netcore-3.1) 类的新实例，有选择性的打开流。 |

**Fields**

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| [Null](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.null?view=netcore-3.1) | 指定无后备存储的 [BinaryWriter](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter?view=netcore-3.1)。 |
| [OutStream](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.outstream?view=netcore-3.1) | 包含基础流。 |

**Properties**

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| [BaseStream](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.basestream?view=netcore-3.1#System_IO_BinaryWriter_BaseStream) | 获取 [BinaryWriter](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter?view=netcore-3.1) 的基础流。 |

**Methods**

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| [Close()](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.close?view=netcore-3.1#System_IO_BinaryWriter_Close) | 关闭当前的 [BinaryWriter](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter?view=netcore-3.1) 和基础流。 |
| [Dispose()](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.dispose?view=netcore-3.1#System_IO_BinaryWriter_Dispose) | 释放由 [BinaryWriter](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter?view=netcore-3.1) 类的当前实例占用的所有资源。 |
| [Dispose(Boolean)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.dispose?view=netcore-3.1#System_IO_BinaryWriter_Dispose_System_Boolean_) | 释放 [BinaryWriter](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter?view=netcore-3.1) 使用的非托管资源，并选择性地释放托管资源。 |
| [DisposeAsync()](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.disposeasync?view=netcore-3.1#System_IO_BinaryWriter_DisposeAsync) | 异步释放 [BinaryWriter](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter?view=netcore-3.1) 类的当前实例所使用的所有资源。 |
| [Equals(Object)](https://docs.microsoft.com/zh-cn/dotnet/api/system.object.equals?view=netcore-3.1#System_Object_Equals_System_Object_) | 确定指定的对象是否等于当前对象。  (Inherited from [Object](https://docs.microsoft.com/zh-cn/dotnet/api/system.object?view=netcore-3.1)) |
| [Flush()](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.flush?view=netcore-3.1#System_IO_BinaryWriter_Flush) | 清理当前编写器的所有缓冲区，使所有缓冲数据写入基础设备。 |
| [GetHashCode()](https://docs.microsoft.com/zh-cn/dotnet/api/system.object.gethashcode?view=netcore-3.1#System_Object_GetHashCode) | 作为默认哈希函数。  (Inherited from [Object](https://docs.microsoft.com/zh-cn/dotnet/api/system.object?view=netcore-3.1)) |
| [GetType()](https://docs.microsoft.com/zh-cn/dotnet/api/system.object.gettype?view=netcore-3.1#System_Object_GetType) | 获取当前实例的 [Type](https://docs.microsoft.com/zh-cn/dotnet/api/system.type?view=netcore-3.1)。  (Inherited from [Object](https://docs.microsoft.com/zh-cn/dotnet/api/system.object?view=netcore-3.1)) |
| [MemberwiseClone()](https://docs.microsoft.com/zh-cn/dotnet/api/system.object.memberwiseclone?view=netcore-3.1#System_Object_MemberwiseClone) | 创建当前 [Object](https://docs.microsoft.com/zh-cn/dotnet/api/system.object?view=netcore-3.1) 的浅表副本。  (Inherited from [Object](https://docs.microsoft.com/zh-cn/dotnet/api/system.object?view=netcore-3.1)) |
| [Seek(Int32, SeekOrigin)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.seek?view=netcore-3.1#System_IO_BinaryWriter_Seek_System_Int32_System_IO_SeekOrigin_) | 设置当前流中的位置。 |
| [ToString()](https://docs.microsoft.com/zh-cn/dotnet/api/system.object.tostring?view=netcore-3.1#System_Object_ToString) | 返回表示当前对象的字符串。  (Inherited from [Object](https://docs.microsoft.com/zh-cn/dotnet/api/system.object?view=netcore-3.1)) |
| [Write(Boolean)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_Boolean_) | 将单字节 Boolean 值写入当前流，其中 0 表示 false，1 表示 true。 |
| [Write(Byte)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_Byte_) | 将一个无符号字节写入当前流，并将流的位置提升 1 个字节。 |
| [Write(Byte[])](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_Byte___) | 将字节数组写入基础流。 |
| [Write(Byte[], Int32, Int32)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_Byte___System_Int32_System_Int32_) | 将字节数组区域写入当前流。 |
| [Write(Char)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_Char_) | 将 Unicode 字符写入当前流，并根据所使用的 Encoding 和向流中写入的特定字符，提升流的当前位置。 |
| [Write(Char[])](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_Char___) | 将字符数组写入当前流，并根据所使用的 Encoding 和向流中写入的特定字符，提升流的当前位置。 |
| [Write(Char[], Int32, Int32)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_Char___System_Int32_System_Int32_) | 将字符数组部分写入当前流，并根据所使用的 Encoding（可能还根据向流中写入的特定字符），提升流的当前位置。 |
| [Write(Decimal)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_Decimal_) | 将一个十进制值写入当前流，并将流位置提升十六个字节。 |
| [Write(Double)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_Double_) | 将 8 字节浮点值写入当前流，并将流的位置提升 8 个字节。 |
| [Write(Int16)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_Int16_) | 将 2 字节带符号整数写入当前流，并将流的位置提升 2 个字节。 |
| [Write(Int32)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_Int32_) | 将 4 字节带符号整数写入当前流，并将流的位置提升 4 个字节。 |
| [Write(Int64)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_Int64_) | 将 8 字节带符号整数写入当前流，并将流的位置提升 8 个字节。 |
| [Write(ReadOnlySpan<Byte>)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_ReadOnlySpan_System_Byte__) | 将字节范围写入当前流。 |
| [Write(ReadOnlySpan<Char>)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_ReadOnlySpan_System_Char__) | 将一段字符写入当前流，并根据所使用的 Encoding（可能还根据向流中写入的特定字符），提升流的当前位置。 |
| [Write(SByte)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_SByte_) | 将一个带符号字节写入当前流，并将流的位置提升 1 个字节。 |
| [Write(Single)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_Single_) | 将 4 字节浮点值写入当前流，并将流的位置提升 4 个字节。 |
| [Write(String)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_String_) | 将有长度前缀的字符串按 [BinaryWriter](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter?view=netcore-3.1) 的当前编码写入此流，并根据所使用的编码和写入流的特定字符，提升流的当前位置。 |
| [Write(UInt16)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_UInt16_) | 将 2 字节无符号整数写入当前流，并将流的位置提升 2 个字节。 |
| [Write(UInt32)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_UInt32_) | 将 4 字节无符号整数写入当前流，并将流的位置提升 4 个字节。 |
| [Write(UInt64)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write?view=netcore-3.1#System_IO_BinaryWriter_Write_System_UInt64_) | 将 8 字节无符号整数写入当前流，并将流的位置提升 8 个字节。 |
| [Write7BitEncodedInt(Int32)](https://docs.microsoft.com/zh-cn/dotnet/api/system.io.binarywriter.write7bitencodedint?view=netcore-3.1#System_IO_BinaryWriter_Write7BitEncodedInt_System_Int32_) | 以压缩格式写入 32 位整数。 |