

Byte-Oriented: Write to a file

```
using System;
using System.IO;
class WriteToFile {
public static void Main(string[] args) {
    FileStream fout;

    try {
        fout = new FileStream("test.txt", FileMode.Create);
    } catch(IOException exc) {
        Console.WriteLine(exc.Message + "
Error Opening Output File");
        return;
    }

    // Write the alphabet to the file.
    try {
        for(char c = 'A'; c <= 'Z'; c++) fout.WriteByte((byte) c); }
    catch(IOException exc) { Console.WriteLine(exc.Message + "File
Error"); } fout.Close(); } } [/csharp]
```