

# Create a FileStream for the BufferedStream.

```
using System;
using System.IO;

class BufStreamApp
{
static void Main(string[] args)
{
FileStream fs = new FileStream("Hoo.txt", FileMode.Create,
FileAccess.ReadWrite);
BufferedStream bs = new BufferedStream(fs);
Console.WriteLine("Length: {0} Position: {1}", bs.Length,
bs.Position);

for (int i = 0; i < 64; i++) { bs.WriteByte((byte)i); }
Console.WriteLine("Length: {0} Position: {1}", bs.Length,
bs.Position); byte[] ba = new byte[bs.Length]; bs.Position =
0; bs.Read(ba, 0, (int)bs.Length); foreach (byte b in ba) {
Console.Write("{0,-3}", b); } string s = "Foo"; for (int i =
0; i < 3; i++) { bs.WriteByte((byte)s[i]); }
Console.WriteLine(" Length: {0} Position: {1} ", bs.Length,
bs.Position); for (int i = 0; i < (256-67)+1; i++) {
bs.WriteByte((byte)i); } Console.WriteLine(" Length: {0}
Position: {1} ", bs.Length, bs.Position); bs.Close(); } }
[/csharp]
```