

# Demonstrate MemoryStream



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/*
C#: The Complete Reference
by Herbert Schildt

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*/

// Demonstrate MemoryStream.

using System;
using System.IO;

public class MemStrDemo {
public static void Main() {
byte[] storage = new byte[255];

// Create a memory-based stream.
MemoryStream memstrm = new MemoryStream(storage);

// Wrap memstrm in a reader and a writer.
StreamWriter memwtr = new StreamWriter(memstrm);
StreamReader memrdr = new StreamReader(memstrm);

// Write to storage, through memwtr.
for(int i=0; i < 10; i++) memwtr.WriteLine("byte [" + i + "]:
" + i); // put a period at the end memwtr.Write('.');
memwtr.Flush(); Console.WriteLine("Reading from storage
directly: "); // Display contents of storage directly.
foreach(char ch in storage) { if (ch == '.') break;
Console.Write(ch); } Console.WriteLine(" Reading through
memrdr: "); // Read from memstrm using the stream reader.
memstrm.Seek(0, SeekOrigin.Begin); // reset file pointer
string str = memrdr.ReadLine(); while(str != null) { str =
memrdr.ReadLine(); if(str.CompareTo(".") == 0) break;
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Console.WriteLine(str); } } } [/csharp]
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