

Saves a file

/*

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```
#region Usings
using System;
```

```

using System.Collections.Generic;
using System.IO;
using System.Net;
using System.Text;

#endregion

namespace Utilities
{
///
/// Utility class for managing files
///
public static class FileManager
{
///
/// Determines if a directory exists
///
/// Path of the directory /// true if it exists, false
otherwise
public static bool DirectoryExists(string DirectoryPath)
{
try
{
return Directory.Exists(DirectoryPath);
}
catch (Exception a)
{
throw a;
}
}
///
/// Saves a file
///
/// Content of the file /// Path of the file /// Tells the
system if you wish to append data or create a new document
public static void SaveFile(string Content, string

```

```
FileName, bool Append)
{
FileStream Writer = null;
try
{
byte[] ContentBytes = Encoding.UTF8.GetBytes(Content);
int Index = FileName.LastIndexOf('/');
if (Index <= 0) { Index = FileName.LastIndexOf('.'); } if
(Index <= 0) { throw new Exception("Directory must be
specified for the file"); } string Directory =
FileName.Remove(Index) + "/"; bool Opened = false; while
(!Opened) { try { if (Append) { Writer = File.Open(FileName,
FileMode.Append, FileAccess.Write, FileShare.None); } else {
Writer = File.Open(FileName, FileMode.Create,
FileAccess.Write, FileShare.None); } Opened = true; } catch
(System.IO.IOException e) { throw e; } }
Writer.Write(ContentBytes, 0, ContentBytes.Length);
Writer.Close(); } catch (Exception a) { throw a; } finally {
if (Writer != null) { Writer.Close(); Writer.Dispose(); } } }
} } [/csharp]
```