

# StreamReader And Writer

```
/*
 * C# Programmers Pocket Consultant
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 * Create Date: June 27, 2003
 * Last Modified Date:
 * Version: 1
 */
using System;
using System.IO;

namespace Client.Chapter_11___File_and_Streams
{
    public class StreamReaderAndWriter {
        static void Main(string[] args)
        {
            StreamReader MyStreamReader = new
            StreamReader(@"c:ProjectsTesting.txt");

            //If you need to control share permissions when creating a
            //file you
            //use FileStream with StreamReader
            FileStream MyFileStream = new
            FileStream(@"c:ProjectsTesting.txt", FileMode.Open,
            FileAccess.Read, FileShare.None);
            StreamReader MyStreamReader2 = new StreamReader(MyFileStream);

            MyFileStream.Close();
            MyStreamReader2.Close();

            //The easiest way to Read a stream is to use the ReadLine
            //method.
            //This method reads until it gets to the end of a line, but ...
            //it does not copy the carriage return line feed /n/r.
            string MyStringReader = MyStreamReader.ReadLine();
        }
    }
}
```

```
//You can also read the whole file by using the following
string MyStringReadToEOF = MyStreamReader.ReadToEnd();

//The other route is to read one character at a time
int[] MyArrayOfCharacters = new int[100];

for (int i = 0; i < 99; i++) { MyArrayOfCharacters[i] =
MyStreamReader.Read(); } MyStreamReader.Close(); } } }
[/csharp]
```