

Using FileStreams

```
/*
 * C# Programmers Pocket Consultant
 * Author: Gregory S. MacBeth
 * Email: gmacbeth@comporium.net
 * Create Date: June 27, 2003
 * Last Modified Date:
 * Version: 1
 */
using System;
using System.IO;

namespace Client.Chapter_11___File_and_Streams
{
    public class UsingFileStreams {
        static void Main(string[] args)
        {
            //Creates a file with read-write access that allows others to
            read
            FileStream MyFileStream1 = new
            FileStream(@"c:\ProjectsTesting.txt", FileMode.Create);
            FileInfo MyFiles = new FileInfo(@"c:\ProjectsTesting.txt");
            FileStream MyFileStream2 = MyFiles.OpenRead();

            //or any of the following
            MyFileStream2 = MyFiles.OpenWrite();
            MyFileStream2 = MyFiles.Open(FileMode.Append, FileAccess.Read,
            FileShare.None);
            MyFileStream2 = MyFiles.Create();

            //You can read file stream on a byte basis or as an array of
            bytes
            int MyBytes = MyFileStream1.ReadByte();

            //or
            int NumberOfBytes = 200;
```

```
byte[] MyByteArray = new Byte[NumberOfBytes];
int BytesRead = MyFileStream1.Read(MyByteArray, 0,
NumberOfBytes);

//Data can be written to FileStreams as well through bytes or
arrays of //bytes
byte MyWriteByte = 100;

MyFileStream1.WriteByte(MyWriteByte);

//or via an array
int NumberOfBytesToWrite = 256;
byte[] MyWriteByteArray = new Byte[NumberOfBytesToWrite];

for (int i = 0; i < 256; i++) { MyWriteByteArray[i] = (byte)i;
i++; } MyFileStream1.Write(MyWriteByteArray, 0,
NumberOfBytesToWrite); MyFileStream1.Close();
MyFileStream2.Close(); } } } [/csharp]
```